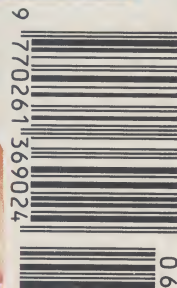


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**STREET
FIGHTER II**
ストリートファイターII

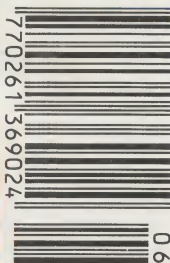
STATE OF THE ART
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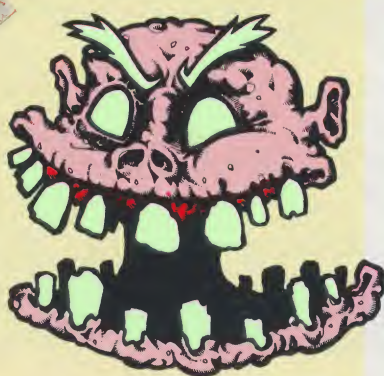
06

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STREET FIGHTER II

ストリートファイター II

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ARCADE VIOLENCE!!
EXPOSED INSIDE...**

SEGA

SEGATM ARCADE HITS

UNLEASH THE WRATH OF NINJA FURY!



Fight your way to victory with Sega's ambitious martial arts game. Battle against merciless Streetfighters as you seek revenge for the killing of your loyal student Kato, whilst trying to foil the evil Sauros.

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NARC



NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain

with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!

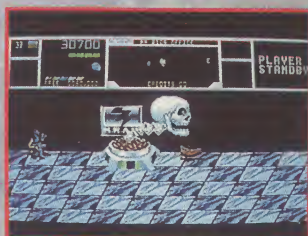


The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the

fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

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TOTAL RECALL

An Ego Build you have been haunted by recurring dreams of another life on Mars. You are taken to Recall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

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You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of this year's top movie.

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EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

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RoboCop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

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ED FIRST 6

Paul goes reviewer-hunting! Are you the one that he wants?

NEWS 8

Amongst many other things, Commodore's new CDTV comes up for scrutiny in this month's CVG News. Also, witness the winners of the Imageworks Pin-ball comp get their just deserts!



YOB'S MAILBAG 22

YOB's been reasonably happy with the Mailbag this month (if that's at all possible), as he's ended up with another decent batch of letters!

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ECKYTHUMP, IT BE THEM 'OTLINES!

22

Don't say, not say it, this 'ere be them CVG review blingummas, yikes, and if you ring these 'ere numbers, you could be grabbin' one of them lovely console wireless. Know what I mean?



WIN A GOLDEN GIVEAWAY!

31

Wow! Have we got a competition for you, or what? Not only can one lucky reader bag themselves a brand-spanning-new top of the range Sony video recorder, but a bumper bundle of videos, and a Tomy Dumbo as well! Phew!

THE CVG/ELECTRONIC ARTS CHALLENGE!

30

A real toughie for Sadie's challenger this month, as he takes on Electronic Arts' finest and CVG's experts on Battle Squadron, PGA Tour Golf and Budokan!



SADIE'S SCORERS

36

Sadie sorts the high-scoring wheat from the incompetent chaff.

PT 346-36



MANAGING EDITOR
JULIAN RIGNALL
The highlights of Jazza's month include finishing the Complete Guide to Sega, and piling all of his ill-gotten gains into the nearest Street Fighter 2 arcade machine he can find. The low-lights include a pretty evil haircut (which redefines the term "a close shave") and a lethal dose of sinusitis. It's a hard life, isn't it?

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ASSOCIATE EDITOR
PAUL GLANCEY
Paul has been splitting his time between editing CVG and his other job as a part-time sex god. Having invested in an electronic organiser, Paul is finally able to remember where he lives without the need for his Mum to collect him from the office every day.



JAZZA'S ARCADE ACTION 118
Our manic Managing Editor comes back from the Land of the Rising Coin Slot with the full lowdown on Capcom's mega-mashing beat 'em up sequel, Street Fighter 2!

CONTENTS



ART EDITOR
JON BILLINGTON
Jon's spent the month improving Anglo-Irish relations as well as retreating to the sanctity of his spanking new CD Walkman. His latest pastimes, offering stern advice to departing staff writers and shouting at anyone who approaches his desk. Luckily, there are very few people who'd want to get that close to him, so he's been pretty quiet of late.



STAFF WRITER
RICHARD LEADBETTER
Richard has spent the month overdoing it at the pub, buying silly CDs (what's wrong with the KLF? - Rich) and generally being one cool dude. He plans to buy a hooded top, flares and then move to Manchester (two years too late, but that's Rich for you).

STAFF WRITER
ROBERT "SONG" SWAN
Writing a book, setting up his own software development house, becoming a freelance writer and fighting off another alien invasion (and hoax paternity suits) are just a few of the cunning plans Rob's dreamed up now he's leaving CVG. So who wants his desk?



PREVIEWS 122
The Previews section breaks the sound barrier this month with a red-hot look at what could be the best Megadrive game ever - Sonic the Hedgehog! Not only that, but EA's long-awaited Hawk (now entitled Birds of Prey), Lucasfilm's own conversions of Star Wars for the Nintendo, and all of Domark's new coin-op conversions! Sacre bleu!

ED-FIRST

DOUBLE PAGE BONANZA SPECIAL



Hiya! I've got a couple of things to tell you about this month. And, er, well, here they are.

HOW TO USE YOUR FREE GLOW IN THE DARK STICKERS TO WIN A SUPER FAMICOM

First off, have you checked out your free glow-in-the-dark stickers on the cover? Leave them in the light for a minute, then close the curtains or switch the lights off, or stick a coat over your head, and scream in horror as those ravenous teeth or zombie-like eyes light up!

Not only can these stickers put the wind up your feeble-minded enemies, they can also win you a Super Famicom! There are four sets of stickers in total. Two come free with the June and July issues of CVG, and two come free with the June and July issues of MEAN MACHINES.

On each set, there will be a competition token sticker, and all you have to do is collect all four stickers, then attach them to the competition entry form which will be printed in the July issues of both magazines. Then, answer a simple question or two and send in your completed form and you will be entered for the competition to win one of four Super Famicoms - two of which will go to CVG readers, and two of which will go to MEAN MACHINES readers.

So, make sure you get hold of the next issue of CVG and the June and July issues of MEAN MACHINES and one of these raunchy consoles could be yours!

HOW TO GET A JOB WITH CVG

Also this month we wave farewell to little Rob Swan who is leaving our happy band to become even more famous and earn even more money than he is already. In his time with us, Rob has provided many a smile, a song, and occasionally, an ulcer. But that's all in the past now, because he's setting up his own programming team (Steel Developments - watch out for their first blockbuster, COP, starring a robot that transforms into a Lamborghini), and his own freelance wordsmithery with fellow metal-merchant and ex-CVG reviewer Tony Dillon. In whatever free time he has left, ultra-entrepreneur Rob also plans to write a best-selling novel, based on his, no doubt, best-selling game. He's always been good at story-telling, so he is assured success, and we hardly need wish him good luck. Luckily, he's promised to make some time to make the occasional appearance in the review pages. Still, eh?

Anyway, this leaves us one man down, as it were, and we need someone to fill Rob's seat. So, I would draw your attention to the advertisement on these very pages. If you think you're the person for the job, send in some reviews and a CV, but I would warn you that it's not all playing games. In fact it's a lot of hard work and a fair few late nights, but the rewards are more than just financial.

Rob climbs aboard his Robmobile for the last time, waves a cheery farewell and putts off in the direction of Chatham.





KOMPACT KOMPO KORNER

There weren't too many competitions in the April issue, so there's not much on the competition results front this month, I'm afraid. Still, if you entered one of the Hotlines compos, look below for your name!

HOTLINES

DEAN OKOH, W CROYDON, SUSSEX wins a Super Famicom
 GEORGE COLLIER, ABERDEEN, SCOTLAND wins a Mega-drive
 SIMON BARRETT, CHURCH VILLAGE, NR PONTYPRIDD, S WALES wins a PC Engine
 GARY HUBBLE, HEMEL HEMPSTEAD, HERTS wins a Gameboy

WANTED

PREFERABLY ALIVE

?

NEW STAFF WRITER

REWARD: DEPENDS

An imaginative writer wanting to start a full-time career in computer journalism with Britain's number one computer mag. You will need to be incredibly hard-working, have a vast knowledge of computer and console games and must be able to write your opinions in clear and entertaining English. Some English qualifications are essential and we would prefer it if you are over 18. If you think you fit the bill send in a CV and a review of your favourite game, your least favourite game, and one you don't feel too strongly about either way. Write to

STAFF WRITER APPLICATIONS, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

HOW TO MAKE MY LIFE EASIER

Rob isn't the only one who's stepping down this month. I'm afraid I've had enough of Jon, and I'm going back to Deputy Editor so I don't have to go near him quite so often. What this means is that, as of the July issue, there should be someone else writing this bit, and that someone else will be our new editor Tim Boone. Tim's a self-confessed games freak from Hell, as well as being an excellent journalist and he's also a terribly nice fella, so I know you'll be in good hands.



PAUL

PAUL GLANCEY
 ASSOCIATE EDITOR

CVG NEWS

SPECIAL REPORT

Commodore's latest wonder-machine is the first product to be officially launched in the UK to use CD-ROM. Based around existing powerful Amiga technology, the Commodore Dynamic Total Vision (CDTV) could turn out to be best thing for the games player since the Super Famicom, or could it? Richard Leadbetter takes a look.



WHAT IS CD-ROM ANYWAY?

The ideas behind CD-ROM (Compact Disc Read-Only Memory) aren't really that different from the principles involved with floppy disks, it's just that far more information can be stored on a compact disc (about seven hundred disks' worth of data can be crammed onto one CD). In short, programmers are no longer limited by the amount of memory they have to spare when programming games. This in itself should revolutionise the games we play by providing massive amount of levels, CD-quality sampled sound and almost unlimited game-play. Well, that's the theory anyway.

THE CDTV UNVEILED

Although the casing may make the CDTV look more like a CD player than a computer, the CDTV is in fact based on existing Amiga technology. This means that technically speaking, the CDTV is no more powerful than a bog-standard Amiga 500. The CDTV has the same processor (a 16-bit 68000 with a speed of around 7.1 MHz) running the show, and the graphic capabilities of the machine remain unchanged. Without special programming, most games will run with 16 or 32 colours on-screen at once from a palette of 4,096. The CDTV comes with a

megabyte of memory as standard.

The CDTV becomes far more impressive when its CD-ROM is unveiled. Each disc can hold around 550 megabytes of data, and at its fastest, up to two megabytes can be loaded in one second (that's four times as much data as the average single-load Amiga game). The CDTV also doubles up as a normal CD player, and also has capabilities for playing CD Video discs.

INS AND OUTS

The CDTV has built-in ports that enable users to connect the machine to their stereos (to gain maximum benefit from the CD-quality

sound), as well as MIDI ports, printer ports and joystick/mouse ports. There's also capabilities to make use of a standard Amiga external disk drive. There's even a stereo headphone socket for private listening.

INFRA-RED CONTROL

Rather like your TV or video, the CDTV is controlled via an infra-red control unit. Along with numeric keys, the control unit also doubles up as a joypad as sorts. All of the CD-audio commands (for playing, pausing, altering volume levels and the like) can also be accessed with this pad. You

can even turn your CDTV on and off with this useful little gadget. Commodore also want to release an infra-red joystick and trackball for the new machine.

SMART CARD CITY

There's only one problem with CD-ROM. Unlike floppy disks, you can't actually save data on a CD. So, like the Neo-Geo, the CDTV has the option to use personal smart cards. The main use of these cards to games players will probably be to save your position in a game. Personal smart cards hold up to 64K of data.

Commodore's Daring Techno Venture



POTENTIALS UNLIMITED

Because of its large storage capabilities, the CDTV has great potential as an educational tool, and the first products available for the machine will be encyclopedias and other educational programs, so the CDTV could well turn up in classrooms before too long.

Lucasfilm are one games company expanding into CDTV territory. The new Indiana Jones adventure title (*Indiana Jones and the Fates of Atlantis*, due out later this year) is a much bigger game than the first, and features perfect reproductions of the brilliant John Williams movie scores, and a lot of very effective incidental music. Their other graphic adventure games make heavy use of the CD for storing vast amounts of hand-drawn-then-digitised scenery.

The CDTV has also attracted a lot of interest among British software companies. Mirrorsoft are promising to release *Defender of the Crown* (ageing strategy game), *Falcon* (great simulation of the F16 fighter) and *Xenon 2: Megablast* (the Bitmap Brothers' superb shoot 'em up - with a CD-quality Bomb The Bass soundtrack!).

Psygnosis, too, have a CDTV game in production, which goes by the working title of *Planetside*. The vast amount of storage space on a CD has meant that their graphics artists can really run riot on the sort of astounding ray-traced scenes that have featured in the intro sequences of many Psygnosis games.

What makes development easy is the fact that most pro-

grammers are very familiar with the Amiga, so they shouldn't have that much difficulty getting to grips with, and making the best of, the new system.

THE VERDICT

There are only two problems with this potentially superb machine. First of all, Commodore are branding the machine as a home entertainment device, rather than just another computer, and the expected price tag is £700.00, which puts it out of the reach of most people who would use the machine for leisure purposes.

Secondly, the Amiga heart of the CDTV is six-year-old technology and although the Amiga is a good machine, it has been technically surpassed by the likes of the Megadrive and Super Famicom - both of which have CD-ROM drives on the way, which will be far cheaper and potentially even more impressive.

However, Commodore see the CDTV as a tool for use in education. The whole of the *Encyclopedia Britannica* can be stored on one CD and many education products are lined up for release. The CDTV could also come into its own in business, with the unique remote control interface allowing immediate access to massive databases.

But for most home users, it's the games that count and it remains to be seen how the CDTV will measure up in this area and how it will compete with the console-based CD systems.



CVG NEWS

TITUS GET THE BLUES

Titus, publisher of titles such as Dick Tracy and the upcoming Crazy Cars III, have signed up the license for one of the biggest cult films in the world, The Blues Brothers. The movie, starring Dan Aykroyd and the late John Belushi as two con-artist bluesmen on a mission from God to save an orphanage, is a non-stop riot of brilliant music and hilarious action. The game of the film will be released across all formats, and Titus have revealed that console versions of the game are also in preparation! Check the preview out in a later ish. Oh, and if you're interested, the video's out on sale for a paltry £12.99, so check it out!



LOTSA LUCASFILM LAFFS

Lucasfilm are certainly gearing themselves up for the summer, with the announcement of the following releases: Secret Weapons of the Luftwaffe (one of their flight sims, which should be reviewed next month), Star Wars for the NES (see the Previews section for more details), with the rest of the trilogy to follow. On the graphic adventure front, there's Monkey Island II: LeChuck's Revenge, and The Dig (based on a film script by Steven Spielberg, which never made it to celluloid). The one that's got most people waiting in anticipation is the latest Indy Jones game, Indiana Jones and the Fates of Atlantis (which is currently being serialised in comic form by Dark Horse).

Also in the pipeline are CD-ROM conversions of The Secret of Monkey Island and Indiana Jones and the Last Crusade, as well as Fates of Atlantis and The Dig making the leap over to compact disk. All titles will have full orchestrated soundtracks and live actors providing the relevant speech!

THE GOLDEN JOYSTICK AWARDS 91



Dateline - Thursday, April 4th, 1991. Location: the Rooftop Gardens, Kensington. The occasion: EMAP Image's Golden Joystick Awards! Yes, folks, after the sackloads of nomination forms that inundated us here at CVG Central (Rob's still trying to clear away the rest of the entries!), all the results were finally rounded up, checked, divided by six and a half, and these were the final standings:

BEST GRAPHICS - 16 BIT

Shadow of the Beast 2 - Psygnosis

BEST GRAPHICS - 8 BIT

Midnight Resistance - Ocean

BEST SOUNDTRACK - 16 BIT

Speedball 2 - Mirrorsoft

BEST SOUNDTRACK - 8 BIT

RoboCop 2 - Ocean

BEST SIMULATION - 16 BIT

F-19 Stealth Fighter - Microprose

BEST SIMULATION - 8 BIT

F-19 Stealth Fighter - Microprose

BEST COIN-OP CONVERSION - 16 BIT

Golden Axe - Virgin

BEST COIN-OP

CONVERSION - 8 BIT

Rainbow Islands - Ocean

BEST CONSOLE GAME - 16 BIT

John Madden's Football - Electronic Arts

BEST CONSOLE GAME - 8 BIT

Mega Man - Nintendo

PC GAME OF THE YEAR

Railroad Tycoon - Microprose

GAME OF THE YEAR - 16 BIT

Kick Off 2 - Anco

GAME OF THE YEAR - 8 BIT

Rick Dangerous 2 - Microprose

HARDWARE

MANUFACTURER OF THE YEAR

Sega

SOFTWARE HOUSE OF THE YEAR

Ocean



COMPACT ARCADE MUSIC MALARKEY

Those wacky Japanese have a tendency to stick coin-op music on CD, then flog it to the punters - and it's surprisingly big business over in the Land of the Rising Sun. Now, console importers Console Concepts have managed to bag a few, and are selling them for the grand total of £20 each. There's only one snag - it's a case of "you get what you're given" when you make an order, as stocks are limited, and these won't last long. If you're interested, Console Concepts can be reached on 0782 712759.





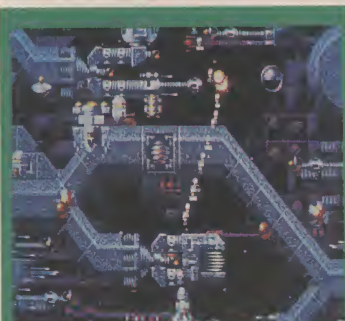
CVG NEWS

CAPTAIN WHO?

Captain Planet, that's who - he and his Planeteers are the subject of the latest Big Thing in the US, an environmentally-friendly cartoon! The good captain is up against the forces of evil, and those who would do our pleasant world irreparable environmental damage. Sounds interesting enough, but what's even more surprising is that Captain Planet and the Planeteers is even bigger over the Pond than those dratted Turtles! What's all this got to do with games, we hear you cry. Well, as it happens, Mindscape have acquired the licence to this little gem, and we reckon if they make a good enough job, this could be the surprise smash of the year. Oh, and watch out for the cartoon series itself, due to hit the small screen sometime during the summer!

CONSOLE BOOK BECOMES SEGA BOOK!

If you're the proud owner of a Sega Megadrive or Master System (or even a Game Gear) you'll be interested to know that we're about to unleash yet Console Guides - The Complete Guide to Sega Consoles. Covering practically every game on both consoles (and as much info on the Game Gear as is humanly possible), this informative tome of knowledge will be out on the streets for the start of May and all for the measly price of £2.95. So do yourself a favour... and get your newsagent to order it!



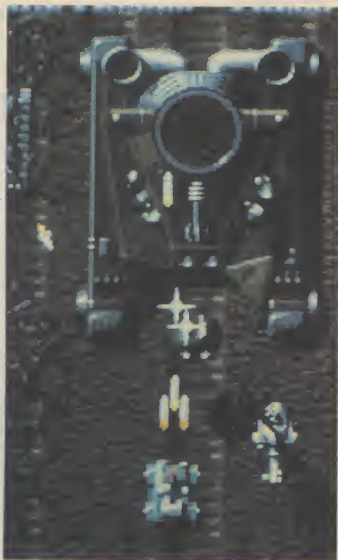
NYUK! THREE STOOGES WORK CHEAP

The latest releases on Mirrorsoft's Mirror Image cheapo label are Cinema-wars's The Three Stooges (Amiga and PC), and The Bit-map Brothers Xenon 2 (Amiga, ST and PC). A pair of decent titles there, and for only £9.99, not bad value for money either. Check 'em out!



SALES CURVE STORM NINTENDO

The Sales Curve (the people behind such hits as *Silkworm*, *Ninja Warriors* and the brilliant *SWIV*) have announced their acquisition of a license to publish software for the NES, Game Boy and the Super Famicom. "Wahey!" The only question now remains - which will be the first Sales Curve release? We're plumping for *SWIV*, ourselves, but as soon as we have any concrete news, you (as always) will be the first to know.



US GOLD TO KICK OFF, TOO

Sega Master System owners hankering after a bit of soccer saction can now take heart in the knowledge that US Gold will soon be releasing *Super Kick Off* for their machines. Anco, publishers of the original *Kick Off* games, are certainly set to hit the heights of superstardom, what with the Super Famicom version (entitled *Pro Soccer* - there's already a game called *Kick Off* in Japan) about to emerge in Japan, courtesy of Imagineer.

If Tiertex (the team working on the Sega game) can produce a version up to the high standards of the Amiga version, then this should definitely be something worth shelling out the shekels for. *Super Kick Off* should be out and about towards November - as soon as we can, we'll bring you the detailed preview.



MORE US GOLD NEWS

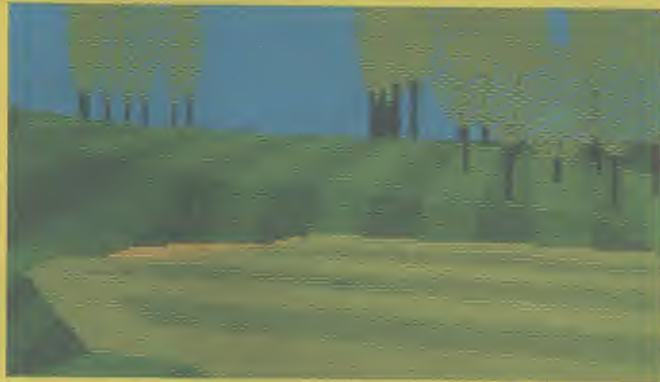
A couple of other USG snippets. Firstly, as well as all the other things they're doing at the moment, USG have the conversion rights for Sega's wacky burglary coin-op, *Bonanza Brothers*.

Secondly, US Gold have started up a 24 hours-a-day, seven days-a-week telephone helpline service for players of the new Sega games. Their games testers will be ready for your call, to provide tips on *Indiana Jones* and the *Last Crusade*, *Impossible Mission*, *Paperboy* and *Gauntlet*. The number to dial is 0839 654 274, and it costs 33p per minute (off-peak) or 44p per minute (all other times), so if you don't pay the phone bill be sure to the permission of whoever does before calling!

MICROPROSE TEE-OFF

Microprose are currently beaver away on a potentially stunning 3D golf simulation for the ST and Amiga. The action takes place on a realistic polygon-drawn 3D course, which the player can view from almost any angle. When you hit the ball, rather than see the little white object zoom into the distance, the viewpoint actually follows the ball as it flies through the air.

Here's some preview shots of the game in action. The main player sprite has yet to be added, but Microprose want a fully animated digitised image to be included. They also have plans to incorporate four 18-hole courses into the final product. From what we've seen, the game has the potential to top *PGA Tour Golf* as the definitive golfing game. Stay tuned to a future issue of *CVG* for the definitive review.



ELITE ACTIVITY EXPLOSION

Elite have been a little quiet of late; only *Grem-lins 2* stands out as the most recent major release from the Walsall-based softco (*World Championship Soccer* and *Tournament Golf* didn't really cut the cheese). But now Elite are back with a vengeance, and with a heck of a lot of coin-op conversions due to hit the screen during the next 12 months: *Dragon's Lair* (the NES platform game version - Sept '91), *European Championship 1992* (converted from Tecmo's *World Cup 90*; ST, Amiga, PC, C64 - Nov '91), *Data East's Caveman Ninja* (ST, Amiga, PC, C64 - Dec '91), *Namco's Suzuka GP/Winning Run 2* (ST, Amiga, PC, C64 - Spring '92), and *Data East's Edward Randy* (again, all formats for spring '92). No news on who's going to be working on what at this stage, but even so, it should be interesting to see the end results as and when they emerge.

SEGA TO TOUR WITH BOBBY CHARLTON!

Sega are going on the road again this summer for another *Sega Masterblaster Championship*! This time they've teamed up with Bobby Charlton and will be running regional games-playing heats up and down the country, wherever heats of his *Soccer Sixes* six-a-side soccer tournament are taking place. Anyone who wants to enter has to play one of 140 Sega games, and the highest scorers will win a *Sega Mastersystem* and go on to a regional final. The winners of the regional finals get a *Mega-drive*, and go on to the *Grand Finals* at Old Trafford. Whoever wins THAT gets tickets and VIP treatment at the *England vs Turkey European Championship* match at Wembley! If you want any further information on where your nearest heat will be, call Sega on 071 727 8070.

*Some footballers,
▼ just like Bobby Charlton.*



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CVG AND IMAGEWORKS PRESENT

BACK TO THE FUTURE

THE PINBALL CHALLENGE!

CVG NEWS

SPECIAL REPORT



Jason's on a roll - surprising, seeing as this was only the third time he'd ever played pinball in his whole life!

◀ Rob and Garth face off - have you ever seen two uglier mugs?



Dateline: a sunny Monday, 8 April, 1991. Location: Irwin House, London - home base of Mirrorsoft. The event: the final showdown between the winners of the CVG/SU Back to the Future Pintable Compo (featured back in issue 110). Our own Rockin' Rob Swan, along with SU's Groovin' Garth Sumpter and Screamin' Steve Keen, went along with their respective challengers, and this is what happened...

Lee gives the table a whirl, whilst Rob looks on in anticipation - can our CVG challenger do the biz?



▼ In fact, no he can't. Still, gallant in defeat, Lee accepts his runners-up prize - a brand spanking new video - from Mirrorsoft's PR supremo Cathy Campos.



▲ Even in a heated competition like this, the two challengers still find time to shake hands like true gentlemen!

Returning to EMAP Towers, the victorious Jason grins madly (wouldn't you, if you just won £4,000 of pinball table?), whilst Rob tries to hide his disappointment with a half-smile...

The winner, Jason Bates - and the lucky devil even gets a chauffeur-driven ride home!



▲ The Hairy Twosome, Rob and Steve, face off for a reviewer's challenge - as to be expected, Rob lost dismally (It was a fix! - Rob)...

The rules were set - three games, with the overall winner taking the table. CVG's challenger, Lee Hunter (who had arrived accompanied by his whole family!), started the ball rolling (literally), and took the first game by the scruff of the neck, racking up a decent score. SU's challenger, Jason Bates, tried his best to come back, but fell just short of the mark, about 10,000 points behind.

The second round was a whole different ball game, however, with Lee quickly losing out, and Jason rushing back from behind to nab the game.

It was the third round, though, that proved to be the most dramatic of all. Lee, determined to take the final game, racked up an astounding score of over 2,000,000 points, leaving Jason over a million and a half behind, and with one ball to play. Amazingly enough, Jason managed not only to draw level, but smash Lee's score by an incredible 800,000 points, thereby winning the table! Phewee!

Lee didn't walk away empty handed, however - he grabbed the runners-up prize of a top-of-the-range video recorder, with a copy of Back to the Future III! And so the battle was over, with Rob a disappointed wreck (further humiliated by being beaten by Steve in a reviewer's challenge). Ah well, maybe next time...

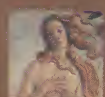


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ER, WHAT'S UP DOC?



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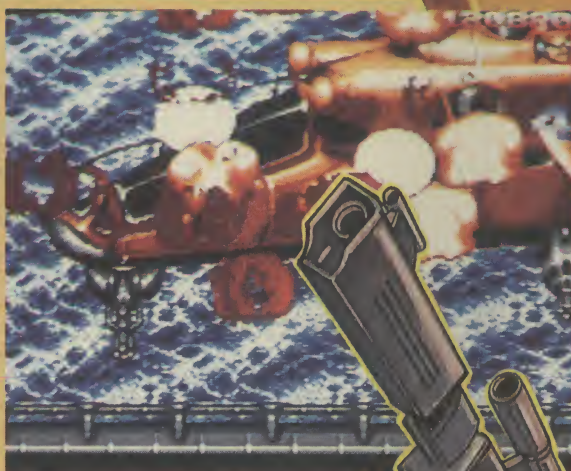
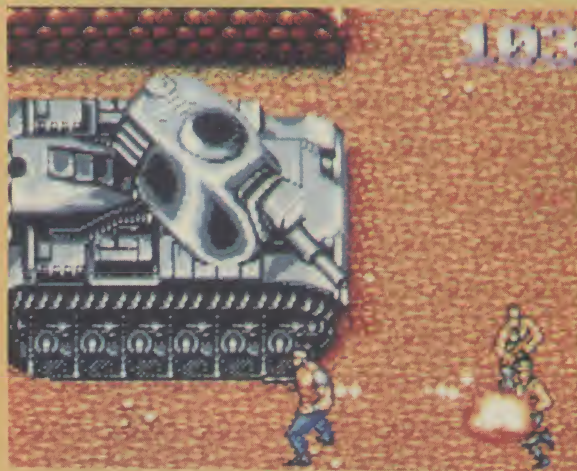
REVIEW

**AMIGA
SPECTRUM**
BY US GOLD

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The unthinkable has happened - the President of the United States has been kidnapped! The fiendish guerillas have taken him to the African country of Zutula and due to the delicacy of the situation (and the bad US relations with Zutula), no military action can be taken against the terrorist organisation. However, the Secretary of State has called in the MERCS - a two-man mercenary outfit with years of combat and espionage experience. Their task is to travel into the heart of the terrorists' island hideout and rescue the President, whilst wiping out as much of the organisation's military muscle as possible!

This involves one or two players battling Commando-style through eight levels of action, blasting ground soldiers, gun emplacements, tanks and aircraft as they go, whilst collecting more powerful weapons, power-ups, missiles (which cause widespread devastation, but are limited in number) and food. At the end of each level lies a large enemy attack vehicle, which will try to halt the mission in its tracks. When destroyed, the two mercenaries continue on their mission. If they fail, the President is doomed!



I definitely agree with Rob on this one. MERCS is a great blast whichever way you look at it with big levels, big guns and massive explosions! The Commando theme may be quite a tired genre, but it's one that hasn't exactly been done very well on the Amiga. All

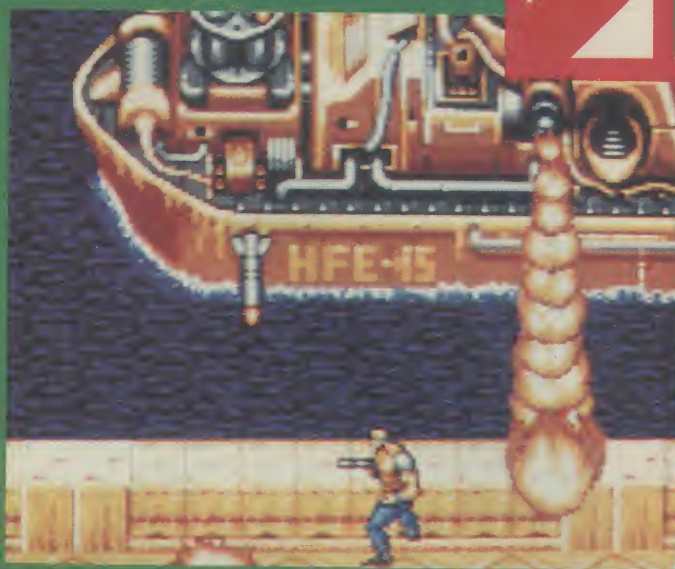
of the features of the arcade have been successfully translated, even down to the massive gun turret that the Mercs can commandeer and use to their great advantage! The eight-way scrolling playfield works well and is a nice innovation. The graphics themselves are as close to the coin-op as can be expected and there's a nice variety in all of the backdrops and sprites. For the most part, the sound and music fit the bill perfectly (though the music at the end of each level is a bit lacking) with nice raucous explosions and hard tunes to accompany the frenetic action. MERCS is a nice conversions that fans of the coin-op original will love to bits.

**RICHARD
LEADBETTER**



UPDATE

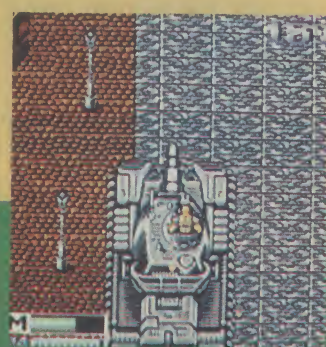
MERCS should be blasting onto the ST (£19.99), C64 and Amstrad (£10.99) very soon now. Keep your peepers on the relevant Bytewise sections for an update.



▲ Flame-throwers and missiles make this baby deadly!

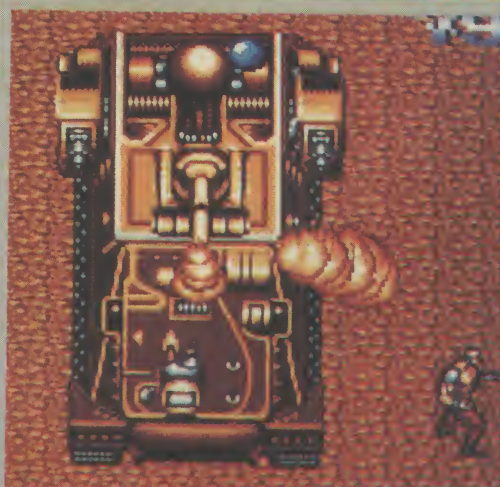
JUNGLE JEEP JAPES

On your journey into the terrorist-infested jungle, there's a chance you'll come across some abandoned vehicles. Our mercenary heroes can commandeer these vehicles and use their destructive firepower against their owners! In two-player mode, one Merc drives while the other controls the guns! Jeeps, tanks and boats are all available for use by our gun-toting chums. Watch out for enemy fire though, because each vehicle can only take a certain number of hits before it explodes!



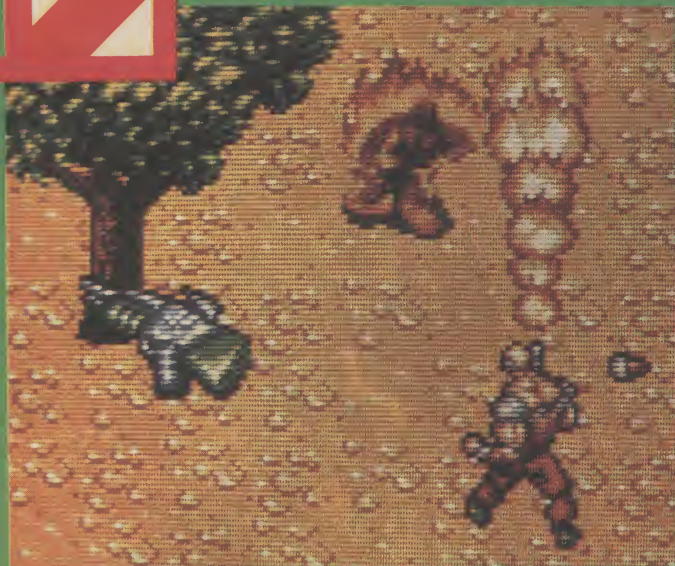
BAD GUY BALLYHOO

At the end of each level, a massive assault craft appears, and does its utmost to put you into an early grave. These include a massive jet fighter on level one, a flame-spewing tank on level two, and a deadly helicopter gunship armed to the teeth on level three! These are certainly no pushover, and take all the firepower you can muster to annihilate them!



REVIEW

CVC
HIT



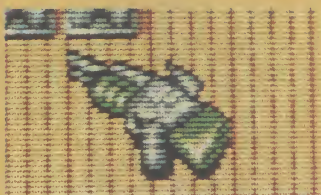
▲ Our MERC hero torches all who cross his path!

GUNS 'N' STUFF

The Mercs can collect various forms of firepower along the way, with which they can inflict more damage upon the enemy.



MACHINE GUN: The standard weapon, this can be enhanced up to four shots at the same time.



WIDE CANNON: This blasts out a spray of lethal projectiles.



FLAME THROWER: Probably the deadliest of the weapons available, this fries everything in its path!



MISSILE: Widespread annihilation in a nutshell! Not only that, but food can be collected along the way to top up the Merc's energy bar. This appears in several forms, including chicken legs, a cheeseburger, and even a can of spinach! Watch out for the evil dangers of cigarettes though, as these drain our heroes' energy.

MERCENARY COIN-OP CAPERS

Capcom's MERCS was the first Ikari Warriors-style game ever that enabled three players to play simultaneously. Indeed, Capcom were touting MERCS as the coin-op that would out-sell the massive Teenage Mutant Hero Turtles! Although it didn't do quite that well (Turtles was the biggest-selling dedicated coin-op of 1990), it was very well received and was awarded with the title of Best Combat Game of 1990 by the American computer magazine industry! Here's a few arcade screen shots to show you how US Gold's conversions compare with the coin-op original.



MERCS is a fun coin-op to play, and is certainly addictive enough - playing brought back old memories of blasting away on Commando for hours on end. Tiertex, the team behind the Amiga conversion, certainly have to be commended upon this - the graphics are

brilliant (if a tad small), but still retain the feel of the arcade, and move rapidly enough to keep the adrenalin-pumping pace intact. The gameplay is the main thing, however, and this has been captured perfectly - haring around the screen, guns blazing, is certainly as much fun here as it is on the coin-op. MERCS is by no means easy, but with either one or two players, it's a real hoot. If Commando-style action is your bag, go forth to your local softshop, and get this now!

ROBERT SWAN

SPECTRUM

GRAPHICS	81
SOUNDS	74
PLAYABILITY	87
LASTABILITY	85

OVERALL 87

AMIGA

GRAPHICS	90
SOUNDS	86
PLAYABILITY	89
LASTABILITY	92

OVERALL 90

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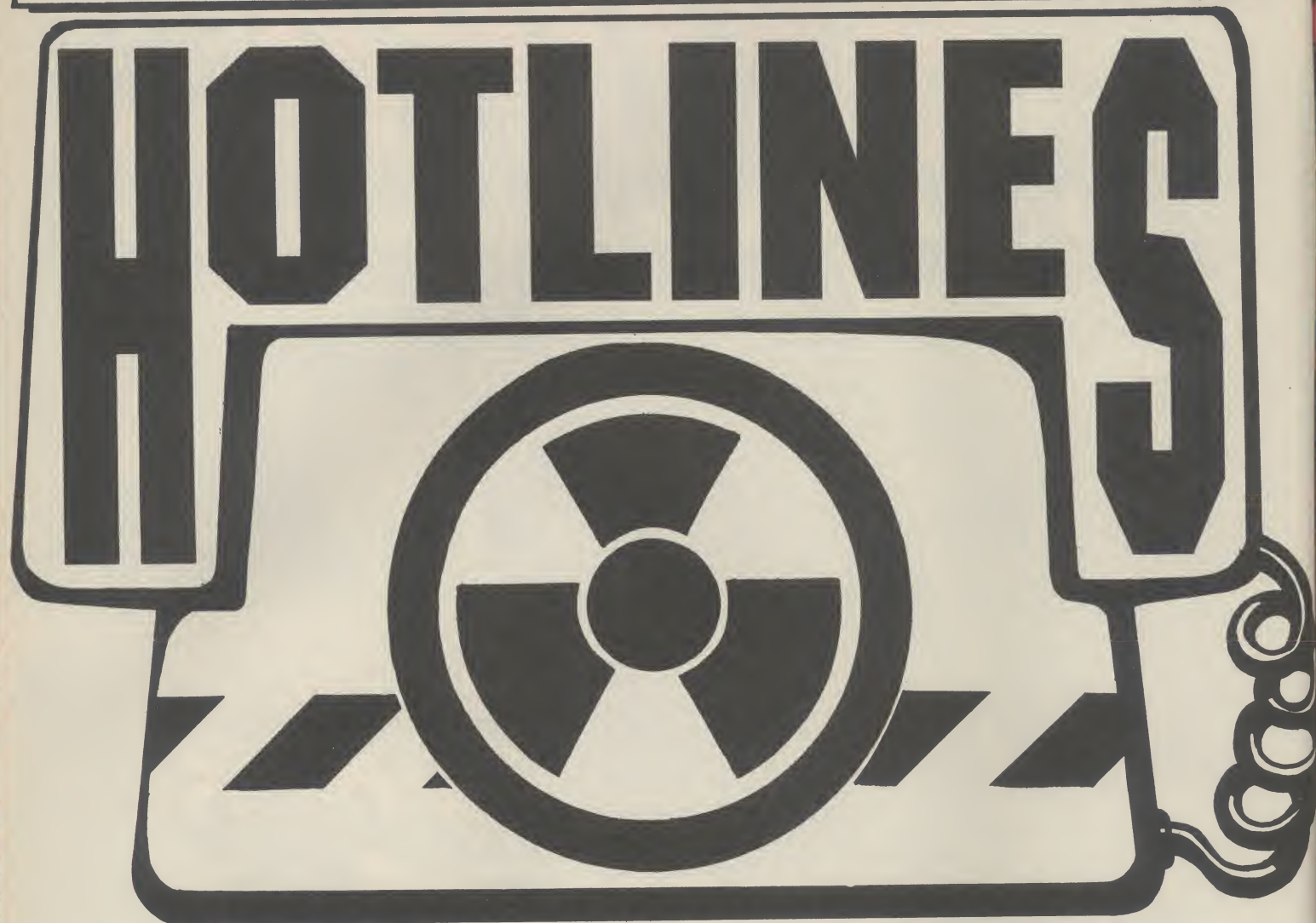
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Amiga Screenshots

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Woah! A bunch of serious letters in the Mailbag this month! What is going on? I had to get seriously sour-faced before I could answer most of them. I think after all this, I need you to send in some good jokes in time for next month's Mailbag. Bung your favourite larfs or your serious letters on a bit of clean paper and send 'em to: YOB'S MILDLY MIRTH-RIDDEN MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month, be it silly or stern, gets £100.00! This month the cash goes to Robert Holland, for raising an interesting point...

THE ARCADE APOCALYPSE!

Dear YOB,
Congratulations on the new look magazine. I didn't think there was any room for improvement, but there you go. I'm writing out of concern for Britain's amusement arcades, because from where I am, it looks like coin-ops could soon become a thing of the past. Many of my friends don't go to arcades any more, because it has become like the cinema; people don't go to the movies because all the films will be on sale on video within a few months - people don't visit arcades because all the new games will

appear on the shelves of their local software shop in a few months.

I get the feeling that one day all games will go straight to computer, console or hand-held, leaving the coin-ops out of the process. Of course, there are some really stylish coin-ops, but they're very expensive for arcade owners to buy, even though they pay for themselves eventually. I think arcade machines should be made available to the public - I personally would love to get my hands on the old Atari Re-turn of the Jedi coin-op. Perhaps you can offer some words of assurance?

Robert Holland, Woodlands, Southampton

YOB: Arcade games a thing of the past? Naaaaah! You have to remember that while consoles and computers are limited in what they can do by the hardware, arcade games can be custom-built around the requirements of a particular game. While a computer conversion can attempt to copy an arcade game, it will never (unless the game was very simple anyway) be able to replace it. I mean, would you rather play Out Run on an ST or in an arcade? I'll tell you what though, Bob. What does concern me about the current arcade scene is that it's become pretty stale - yet more horizontally-scrolling shoot 'em ups and yet more up-the-screen combat games. I reckon it's that lack of originality that spells doom for the arcades rather than the rapid production of conversions. Anybody agree with me, or do you think Robert's angle is "the way it is"?

SUPPORT LEEDS UTD?

Dear YOB
I think you are totally awesome, and always enjoy a good laugh when I read your section (which is too small!) of mega-fine C+VG. I am your number one fan, but have a couple of questions to ask you.

1) Why does it say Leeds Utd in the top left hand corner of your picture? I hope you don't support them - they're as crap as "Turbo Cart Racer"! 2) Is there something going on between you and Sadie (nudge, nudge, wink, wink)??!!

3) Could you please print something nasty about my mum, as I asked her to buy me a Commodore 64, but she bought me a Speccy! Jon Swallow, Grimethorpe, Barnsley

I don't support Leeds United, it's just that the wall I happened to be standing next to when the artist drew that picture had the words LEEDS UTD written on it. So he put it on the drawing - see, obvious when you're not a drivelling loon. As for Sadie... well, I think that's for me to know and you to mind your own business about.

YEAH, SO WATCH IT!



LADIES AND GENTLEMEN... GLEN AND HIS DOPEY FRIEND!

Dear YOB,
My friend is a real dope, because instead of getting amazing entertainment out of his Super Famicom, he spreads butter on it and attempts to eat it for his breakfast (his mum and dad recently spent a fortune buying him a pair of false teeth for his birthday). On other occasions he's tried picking his nose with it, feeding it to his puppy dog (killing it in the process), and on the odd occasion, tried wiping his bot with it. I was going to buy it from him for the tiny sum of 10p, but changed my mind when I saw it - it had teeth marks, was stained with butter, covered in snot and dog giblets, and a number of flies hovering over a small patch of squashy brown stuff. What do you think of my friend's habits, and do you think I was stupid to turn down his offer???

Glenn Skelhorn, Mossley Hill, Liverpool

YOB: I think you were stupid to write this letter.

MY OTHER MOTHER

Yo, YOB!

How are you, me old punk-rocker-mean-mutha-from-Hell-dog-tail-eating-cool-dude! This is your mother writing you a lovely hand-knitted letter. Seeing that you brought me that dude Amiga computer thingy for Christmas, I wondered if you would answer me a couple of mingy little questions.

- 1) Are there any decent WWF American Wrestling games out for my little old Amiga thingy, or will there be any out soon, very soon, very very soon?
- 2) Have you eaten that strawberry-and-garlic African meat-loaf yet? The one I sent you for Christmas 1982?
- 3) Have you any cheats for Lemmings, or for erm, what's it called, oh, yeah, Pong, no, erm, Pang - that's it?!
- 4) Have you drunk your hot milk and taken your tum-tum tablets?
- 5) Do you know any decent software shops in the Stoke-on-Trent area?
- 6) Have you got one hundred pounds you could lend me.

so I can go to the software shop you recommended from question 5? Or are you going to send me some decent games from London? Don't forget, I love my little honey-bunny, and I'll even try to get down there and see you one day. Perhaps we can even go to a Leeds Utd match, or watch wrestling! And no more watching Sesame Street, because you know it gives you nightmares! So until next time, my little sugar-bunch, lots of love and sloppy kisses.
Mumsie-Wumsie, Stoke-on-Trent, Staffs



Impostor! You're not my Mumsie-Wumsie! For one thing, my Mumsie-Wumsie isn't locked up anywhere near Stoke, and for another, the doctors at the institute would never let her hold anything as sharp as a biro in case she injures herself. Also, my real Mumsie-Wumsie would know that I never, ever eat doggies' tails. So that's you exposed, isn't it?

TESTING ZE LITTLE GREY CELLS

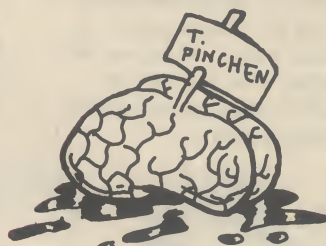
Dear YOB

Here are a few questions to test that little grey brain cell of yours:

- 1) I have just purchased a Nintendo, and was wondering if I could buy an adapter which would let me use my C64 joysticks on it?
 - 2) When will Klashball (or Speedball, as it's known here) be released on the NES, and how much wonga will I have to fork out for it?
 - 3) Where can I acquire a Matel PowerGlove from, and how much?
 - 4) Lastly, what the hell is an FM Towns?
- Please print this, or I'll go out and buy Frogger on the Specy.

T Pinchen (known to his

friends as "you stupid little git"), Thaxted, Essex



Here are a few answers for you to load up the empty space in your skull with.

- 1) No you can't. How would you be able to use a single button joystick with a Nintendo game which requires two buttons? Retard.
- 2) Who knows? It's out in the USA but when it will arrive over here is a mystery.
- 3) Not teiling.
- 4) According to the brochure, an FM Towns is "the world's first multimedia PC built around an interactive CD-ROM!" Basicaiiy, it's the most exotic PC you can't yet buy in the UK. So now you know.

THE SHAME OF JONATHAN CLIVE

Dear YOB,

After reading the new look issue, I write this piece in shame. I'm afraid that CVG will no longer be the bestselling computer mag for long if it stays like the first overpriced pamphlet. The front cover and contents pages still give the mag a good start, but then you come to "Ed First", giving you a tiny month's reviews instead of the reviews index, the results, and a stupid piece of text not worth reading. News is still brilliant, but could do with more pages (as could the excellent Mailbag). The competitions are excellent as usual, and Cheat Mode is much improved. The charts are better, too. High scores are still as crap as usual, and what really gets me is the reviews, which haven't enough text, and most can be crammed into Bytesize with about one sentence to review them in. The part that makes me want to throw up is the stupid pictures of the reviewers, and the rest of the artwork. If you ask me, and I thought you might after that, you should get Jazza and Richard to do the reviewing, and Oz Browne to do all the artwork with his gifted skill in cartoon style. Also bring back the

"game of the month", and give it a four page spread (as well as all games over 93%), and all CVG HITs on two pages. You seem to be more interested in consoles reviewing in MEAN MACHINES to care about CVG, Mr Rignall! (I don't blame you though - I'd rather review a Megadrive game than a Speccy one.)

Jonathan Clive, Saffron Walden, Essex

YOB: It's not surprising that you write "In shame"! If I wrote a letter like that I'd be pretty ashamed too! First of all, thanks for slagging the mag off when you seem to think so much of it is "excellent", and illustrating your arguments with out-of-date facts! Haven't you noticed that for three months now the reviews index has appeared in large print on the Contents page. Whether or not high scores are "as crap as ever" is a matter of opinion. We changed it to stop it looking iike reams and reams of numbers which weren't very interesting to look at, and since that change the amount of post from potential highscorers has increased dramatically. Surely that suggests the popularity of the section has also increased? As for the reviews - have you seen a recent issue of CVG? The extra pictures, the information boxes and the extra comment make CVG reviews more detailed than EVER! Cover games always get at least three pages, usually four, and most HITs get three as well. By the way Oz sends his regards, but says that it's Gary Harrod who illustrates MEAN MACHINES, not him. Nothing iike getting your facts straight to strengthen your argument, is there? Oh, and overpriced? How many other multi-format monthlies cost less than £1.50?

YOB HAS GIVEN ME YOUR FULL ADDRESS CREEP! JON (ART ED)

LOOK AT THE SIZE OF THAT MESSAGE!

Dear Mr YOB

I just thought that I'd say "hi". Anyway, hi!
Mr Somebody that you don't know from London
YOB: Dear Mr S,
'Bye!

ONE OF NORWAY'S FINEST

Dear YOB

I think there is a distinct lack of originality in the software industry. The games are all very similar, and when an original concept is made, soon others are made in the same style. I'm not saying that I'm tired of playing games (I never will be), but games for my computer are very expensive, varying from £30 to £55. That's why I think the computer industry should be a little more inventive, and try to think of some new ideas.

I've got an original (but very boring and crappy) game concept - you're controlling an animated person trying to sleep. He'll stay asleep as long as you don't touch the joystick. Brill, eh?

Tomas Nilsen, Jossingvegen 2, Norway

YOB: Yeah, fair point Tomas, but where are they going to get these new ideas from? And why should they when everyone is paying between £20 and £50 for 1,001 horizontally-scrolling-shoot-'em-ups-with-extra-weapons. Coming up with something which is entirely new and which is good enough to haul the game-buying public out of the rut they're in isn't easy. So it's up to you lot to get onto your favourite software company and encourage them to do something new or even send them your ideas. If they get enough people writing in, it could be the start of a new era in computer entertainment - that's what democracy and free markets are all about. Or something.

YOB SCORES

Dear YOB

My sister, who is 18, is madly in love with you. She nearly killed me when I said I didn't buy issue 113, so I promised her that I'd try to win the cash prize for her with your lovely handwriting on it (so that she can buy the same clothes as you to wear at parties). But, if I don't win, I'd have to ask my sis one last favour before she kills me - to put a postbox on my grave so she can post my CVGs to me forever!

Trevor Clarke, Edgbaston, Birmingham

I might have given you a prize of some description if you had provided some kind of "photograph" of your sister. I think we both know what I'm talking about (wiggles eyebrows suggestively).



NEIL'S TOP TEN IDEAS FOR NEW GAMES (RATED: QUITE FUNNY)

Dear YOB,

Here's my top ten ideas for new games:

- 1) First Time Buyer - collect the keys and have them re-possessed a few months later.
- 2) Leeds United - a beat 'em up.
- 3) Manic Miner - an Arthur Scargill RPG.
- 4) Pirate to Pirate Brain Transplant - space trading, get it?
- 5) 10 Downing Street - A "Dragon's Lair" clone.
- 6) George Best - a graphic adventure, but unfortunately the main character is a little hard to control.
- 7) Saddam Hussein's Middle East Conquest - a fantasy role playing game.
- 8) Operation Stealth II - come home rattled, and get past the missus!
- 9) Fire and Forget III - Mrs Thatcher's cabinet reshuffle simulator.
- 10) Days of Thunder II - a vinaloo simulator.

Neil Tranter, Eccleston, Lancs
Doh! Tsk! You didn't half get the lads in the office a-chortling with that little list, Neil. Unfortunately I seem to be having a bit of a grumpy month, so I'm not laughing. Sorry.

IS THE LYNX LOSING OUT?

Dear YOB,

Why is it that CVG or MEAN MACHINES never seem to review, or even preview any Lynx games? Since it's the best handheld out, I think that it should be your duty to do a good old review now and again. By the way, CVG is brill.

Andy Morgan, Crosby, Liverpool

Whaddayamean, Andy?

We've reviewed every Lynx release this year so far in CVG, and we also reviewed the batch of Lynx games which appeared just before Christmas. And when Atari bring out the next Lynx games we'll review those too.

FILTHY FAMILCOM FETISHIST. DISGRACEFUL. YOUNG PEOPLE TODAY. ETC.

Dear YOB (the agony aunt),

Please help me - I'm a teenager who has fallen head over heels in love with a Super Famicom. I'm not eating or sleeping properly, and I'm thinking about her...erm, "it" all the time. I go to see it every Saturday at my local computer shop, where I stand and stare at its beautiful grey and white exterior for nearly half an hour, and when the shopkeeper plugs in one of the cartridges I nearly swoon in admiration.

The only problem is, I don't think the Super Famicom likes me. I've tried getting close to it, but the shopkeeper doesn't let anyone near it (miserable slime). The only thing I can do is give him £400, and he'll let me have it! This is where you can help me, YOB. You go into the shop and threaten him with one of your socks, and he's sure to hand one over. Or you could just send me some software for the console I've been going out with for a while, my NES. At least I'm being faithful!

Julien Holden, Blackburn, Lancs

And just what's wrong with my socks that would frighten shopkeepers?

Such an insult leaves me without sympathy for your plight, and I can only suggest you use your own underwear to threaten your local Super Famicom salesman. And as for sending you Nintendo software! You shameless hussy! You'd just better work out where your loyalties stand before I call the Pervert Police! In fact, someone pass me a 'phone! 9... 9...



THE HANGING QUESTION

Yo, YOB!

How's it hanging? Look, I've just got to tell ya that your new look CVG is great! I love it! There's only one very (very, very) tiny, small problem - why do you keep on reviewing console games? I mean, you've only just started MEAN MACHINES, so why don't you keep CVG a computer mag, and MEAN MACHINES a console mag? It makes sense to me! (Yeah, it would... Jeez, what a sap - YOB)

On a different note, changing the scoring system to 90% for a CVG HIT! is a great idea! Finally, do you think the Lynx is better than the Game Boy? Keep up the great work!
Ben Meadows, Royston, Herts

The Lynx is better than the Game Boy only insofar as it has great graphics and a neat colour screen. At the moment, the Game Boy has the more enjoyable games, and is much cheaper to run.

SHAUN PREECE, MOANING MEGADRIVE CHEAPSKATE

Dear YOB,

I am a proud 14 year old owner of a Megadrive. Reading through your magazine, it's obvious that the Megadrive is growing in popularity, what with the Hot Seat (as reviewed in MEAN MACHINES) and the Megaplay. Also, there are large quan-

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titles of games being imported into the UK, but there are two problems with these: 1) Only a quarter of them are any good.

2) All the games seem to be on the same lines, eg horizontal shoot 'em ups.

Can't programmers do anything about this? As I'm only 14, games are hard to come by (due to my small wage), so it's horrid to see that games which I fancy, such as John Madden's Football, Strider, Golden Axe and Shinobi are all out of my grasp. Do you think budget games will be introduced? You may think me a cheapskate, saying all this, but believe me, I reckon ace games are worth every penny of £30+ - it's like having an arcade in your own room!

Judging by your ace reviews, it seems that the Super Famicom is going to take the console world by storm, and knock the Megadrive into orbit. Is this true? If it ever makes it officially to our shores, I fear the Megadrive is in deep trouble. I think Sega will have to reduce the price in order to compete with the Famicom, either that or release the rumoured Megadrive II. Do you think the Megadrive can compete with the more superior Famicom? *Shaun Preece, Wyesham, Monmouth*

I think the Megadrive will be able to compete with the Super Famicom for as long as it is significantly cheaper. At the moment, an official Megadrive is half the price of an imported Super Famicom, and has a lot more games available for it, and those terms are good enough to keep people buying it. If the Super Famicom was officially released at about £200, then I think Sega would have something to worry about. Exciting, this consoles business, isn't it?

AMS-SAD

Dear YOB,
It's okay, you can stop chucking crinkled bits of recycled paper into the waste basket, I'm not going to ask you 101 questions about stupid remarks like "does it take a lot of practice to become an idiot" by Mike All-Stupid (oops, my mistake) from issue 112. Anyway, why do you bother printing crummy bits of rubbish like that? Anyway, enough of that - I'll get down to the point. I own

an Amstrad CPC464, and am desperately in need of some decent games. Problem is, no half-decent games have dared to enter the Amstrad shelves. So please, please, please could you give me a few games that are worth at least picking up off the shelf? I've had a glance at the Amstrad chart, but nothing seems to apply, especially number one (which, surprisingly, is the Turtles). I wish they'd just "rock steadily" away to the sewers, never to return!

Mark Wilson, Danbury, Essex
It's true that as more people abandon their Spectrums, Amstrads and C64s for 16-bit machines and consoles, software producers have also started to concentrate on the newer machines, simply because that's where they can make their money. Obviously this is a right cactus-in-the-trousers for all the Amstrad, etc, owners out there who have to make do with budget games and rereleases, but then that's the price of progress, and the only solution is to eventually move on to bigger and better machines. Is life a bitch or what?



TASTY NINJA LOVER

Dear YOB
Let me start like this: I own a C64, and am trying to get another game. When I heard about "Last Ninja 3", I thought about getting it. This is the problem: my mum and day say that Ninja 3 costs too much! I thought about killing myself by watching "Home and Away". Couldn't you explain:
1) Why can't I get this game when I'm paying with my own money?
2) When they say it costs too much, like this is only one game for £25, when nearly all the Amiga and ST games cost that or more?
Chris Murray, Killiney, Co Dublin, Ireland

YOB: Just tell them that it's probably the best C64 game you'll have bought for ages. And it will keep you going for ages and ages. And you'll shave the dog if she doesn't let you. There, how's that?

THE THIRD MAN

Dear YOB,
I think the high score pages should be scraped (scraped? - YOB), because not many people are taking part, and the prize for winning is merely wiggling joysticks with the weeds of CVG, and it's easy to cheat with a little arithmetic. In your review of Final Fight, only Haggar and Cody appear, but on the arcade game there is a third fighter. Am I mistaken?
Michael Raz, Pollockshields, Glasgow



A DOPEY CVG REVIEWER

There is indeed a third fighter in the arcade version of Final Fight, and his name is Guy. For some reason the programmers of the Super Famicom version didn't include him in the conversion. For some other reason, the dopey CVG reviewers didn't mention it in the review. They won't make THAT mistake again.

YOU LYING GET!

Dear YOB,
My brother Kevin has been telling me about a new type of Amiga. Is this true, or is he telling me a load of bogswallop?
"Muggins" Matton, Tuckhill, S Yorkshire
YOB: Well, ask him if he means the CDTV (a "home entertainment system" which consists of an Amiga with a CD-ROM drive attached). But if he doesn't mean that you have my permission to put his fingers in a toaster.



LETTER FROM THE EDITOR

Dear YOB,
I was just wondering the other day, what game the readers are most looking forward to, or whether there's some unlicensed coin-op or film they'd like to see turned into a game. Then we can get on the blower to the software houses and say, "Oi, why don't you produce a game based on whatever, because that's what the punters want". Am I full of good ideas or what? By the way, why don't you cheer up and stop being such a sarky git?
The Editor Who Pays Your Wages, Don't Forget.
Would I forget? What a stunning idea, Paul. I've noticed a few of you readers are a mite keen on WWF Wrestling, but are there any other films, TV shows, coin-ops or sports you'd like to see on your computer? Send in your suggestion (or suggestions) on a postcard, with your name, address and machine, and I'll organise a special YOB-type mini-prize for whoever has the best idea. The address is the usual YOB address, but mark the postcard "MR GAME WRITER! WRITE ME THIS GAME!". Come on! This is your chance to get the games you want on the shelves! And I promise not to be miserable next month (he says, secretly keeping his fingers crossed behind his back - ED).



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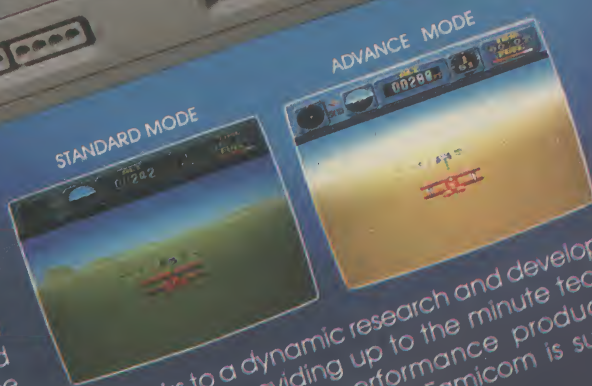
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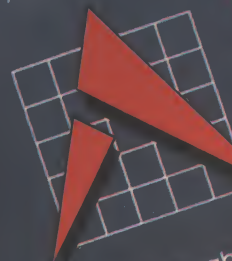
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GAME ONE: BATTLE SQUADRON

Battle Squadron never really appealed to me. Although there's lots of explosions and napalm death, the ships' weapons just don't seem to inflict the massive amounts of pain and destruction required in games today. However, both smarmy Rignall and farty Harrod seemed rather happy about playing this game - and it was quite an effort for me to keep their clammy hands away from the joypad while James practiced. Scott spent his practice-time moaning about the game confessing that he was "crap" and wondering why he couldn't play John Madden's instead.

I threatened to introduce the toe of my boot to his tender parts before he wisely decided to shut up. I decided that the winner of this round would be the person who scored the most points in a three-minute game.

Welcome to the latest CVG challenge, my way of exposing the cretinous CVG reviewers as the bunch of complete incompetents that they truly are. My latest challenge revolved around the latest bunch of Electronic Arts titles released on the Sega Megadrive namely, Battle Squadron, PGA Tour Golf and Budokan. My objective was simple: to inflict maximum humiliation on my sworn enemies!

THE CHALLENGERS

My chosen CVG-reading joystick warrior was one James Davis, who hails from Isleworth in London. He'd proven his scoring worth with the aid of his Amstrad, and seemed keen to pummel his opponents into the ground. Gary Harrod (MEAN MACHINE's drawing person and current holder of the 1991 Smugness Award) was my next participant and he too seemed confident of victory.

Electronic Arts provided a worthy challenger in the form of the mysterious Scott Probin. Well known to MEAN MACHINES readers as the winner of their John Madden Challenge and highly reputed for his dirty tactics - just what I like! Last, and definitely least, entered CVG's Managing Editor, Julian Rignall - he of the ridiculous mange-ridden hairstyle. His proven record in these competitions makes sickening reading, but I was sure that rancid Rignall and Mr Puniverse Harrod's disgusting self-confidence would be reduced to a wobbling mess, and so officially opened my challenge.

THE CVG CHALLENGE

WITH SADIE



▲ Harrod's amazing Jack Nicholson impression.



▲ *Here's Julian's impersonation of Gary Harrod.*

Heroic James played a pretty boring game, taking out a good deal of the enemy fleet, but losing too many lives for comfort. He also missed a few of the vital green crosses that dot the landscape. He finished his game with a poor 60,000 points. I had expected more from the lad.

Gary Harrod, friend to the tramps, arrived next at the joy-pad, the unhealthy toad-like one more than ready to take on the enemy empire. He bemoaned the power-up weaponry, proclaiming that he "got the crappiest weapons ever made!".



▲ *A pensive moment for the thickie twins.*

Unfortunately, Harrod's shoot 'em up skills proved to be marginally more effective than his slender grip on the English language and he was rather pleased with his 80,400 performance. Thinking that he'd won the round, he merrily sham-bled back to his drawing desk - a sickmaking smile of smugness spreading slowly over his pasty fizzog.



▲ *The challengers commence combat.*



Scott's enthusiasm for his own shoot 'em up skills was completely non-existent and as he approached the Megadrive he made many apologetic noises to his EA boss, Simon Jeffrey. His performance turned out to be predictably flaccid. At one point only three bullets were on-screen, and Scott managed to park his ship right on top of one! Doh! He followed up this feat of incompetence by losing three lives in a mere 20 seconds. Just when he thought it couldn't get any worse, he developed the interesting habit of mistaking his pause key for the smart bomb button - thus losing precious

seconds. However, the Gods were with Scott and he finished the round with 60,750. 750 points more than James. Bah!

The odious Rignall, MEAN MACHINES mega moron, took his turn in front of the Megadrive, extremely eager to let the digital carnage begin. His smug over-confidence was only boosted by his performance on this game. Since this was a timed game, Rignall made excessive use of his smart bombs, deliberately dying on purpose in order to regain another complement of these lethal weapons. "Adapting tactics within the



▲ *According to Jaz, it's all in the wrist action.*



▲ *The action's too much for Gary, who dozes off...*

boundaries of the rules", the vile one called it. Plain cheating more like. I seethed with anger as the hopeless hypochondriac took the round (and the lead) with a nauseating 82,050 points! I felt physically sick as he made many feeble revolting noises of jubilation.



▲ *...Prompting a friendly prod from the warped Jaz.*

THE CVG CHALLENGE

CONTINUES...

GAME TWO: BUDOKAN



Ah! This is a bit better! The one-on-one close-up violence of Budokan is more my sort of game, and for this round each challenger would take on each other. There are four weapons to choose from, and I decided that for this challenge



the Bo (big pointy stick) would be used. This seemed to be a point of much hilarity for the non-participating Richard Leadbetter, who likened the Bo to a broom handle - an item of which he has particular affection for, it would seem.

James seemed a bit under-confident after his defeat in



Battle Squadron, but was more than pleased when he decked the moaning Scott (who actually play-tested the Amiga version of the game). Scott, or should that be Scrote, made many excuses about his lacklustre performance, saying that "it's nothing like the Amiga version". His whinging noises were beginning to annoy me. Thankfully they stopped after this defeat, since he managed to deck both Julian and Gary quite effectively.

032



Blundering through Budokan's complicated control method, Julian managed to pummel James with his big stick but his luck didn't extend to his duels with Scott and Gary. He lost both of them and seemed rather annoyed. I laughed a lot at his ineptitude and his misfortune, but the man with less charm than a a Zambian Stink Pig with BO problems swore revenge in the next game, PGA Tour Golf.

Harrod meanwhile, lost only to Scott - surprising, because



his usual rod-wielding is about as limp as a lettuce in a sauna. He therefore equalled Scott's achievement of two wins and one defeat. Julian and James came joint third with one win and two defeats to their name.

The challenge broke up for lunch, whereupon the simpering Paul Glancey arrived to take the assembled players out for a tasty omelette at his favourite omelette emporium.

GAME THREE: PGA TOUR GOLF



PGA Tour Golf is a strangely relaxing game, which generally involves hitting small white balls with a large club (sounds like my sort of game). Scott wasted no time in spouting forth his own playing tips. He refused to begin the golfing action before he'd had the opportunity to rearrange his caddy and swap some of his clubs about, much to the bemusement of his challengers.

And so the last round began, and Gary seemed confident on winning this game and thus clinching the contest. I could only hope that Gary could snatch defeat from the jaws of victory.



HOLE ONE

Scott managed to hit the par level with little effort, but this cunning course confounded the other assembled cretins who all managed to get one over par. What a bunch of imbeciles!

HOLE TWO

Gary, Scott and Jaz managed to get one below par on the second hole making the contest rather more even. James needed one more shot.

HOLE THREE

A hole so easy that even Gary Harrod managed to reach the par limit with little effort or brain-power. Everyone else followed suit.

HOLE FOUR

Oo-er! James didn't do too well here, needing eight shots before he completed the hole. Scott and Jaz made the par limit, leaving Gary to get a birdie (the only birdie he'll ever pick up!)

HOLE FIVE

Both Gary and Scott got a birdie on this simple hole, leaving spazmo Jaz to completely muck up his chances - he needed seven shots to finish the hole! James only needed four to do the same job.

HOLE SIX

Scott and Gary made another birdie (what a bizarre term). Julian needed five shots and James used six to hole that peculiar white ball object.



HOLE SEVEN

The hole had a par of four. Scott and Gary used up all four shots. Jaz made up for his previous disappointment by getting a birdie, but poor old James needed six shots to finish the hole! Bah!

HOLE EIGHT

A par of three here, but Scott managed to tuck the ball away with only two shots! Jaz and Gary used up three, and James used up five. I wasn't enjoying this.

HOLE NINE

A par of five shots for this final hole. Scott used all five shots, Julian used four (damn him!), Gary had six (ha!) and James used eight! What a contemptible performance.

PGA TOUR GOLF SUMMARY

Here's the PGA Leaderboard. The scores speak for themselves. Scott (the game's playtester, I might add) used the lowest number of strokes, followed by Gary, Julian and finally James. Confusion infested the minds of these brainless creatures, as they didn't have a clue what the final standings were. It was with great reluctance that I showed them my scoreboard, explaining what it all meant in words of one syllable.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	In	Total
Yards	388	511	162	360	454	381	439	215	582	3482										
Par	4	5	3	4	4	4	4	3	5	36										
JAZ	5	4	3	4	7	5	3	3	4	38										
SCOTT	4	4	3	4	3	4	4	2	5	32										
GARY	5	4	3	3	3	4	4	3	6	35										
JIM	5	5	3	8	4	6	6	5	8	50										

	10	11	12	13	14	15	16	17	18	In	Total
Yards	395	529	336	172	438	426	497	132	440	3365	6857
Par	4	5	4	3	4	4	5	3	4	36	72
JAZ										0	38
SCOTT										0	33
GARY										0	35

SADIE'S SCOREBOARD

	BATTLE SQUADRON	BUDOKAN	PGA TOUR GOLF	TOTAL
SCOTT	6	10	10	26
GARY	8	10	8	26
JULIAN	10	6	6	22
JAMES	5	6	5	16

SADIE'S SUMMARY

The equally repellent Scott Probin and Gary Harrod proved to be joint winners in my challenge. Scott seemed very annoyed that he couldn't test out his John Madden skills on the challengers, and Gary couldn't figure out how Julian had managed to beat his score on Battle Squadron. Cretin-boy Rignall seemed quite happy with his humiliating defeat (with a hair-style like that, he's used to humiliation) and James seemed quite happy with the Megadrive and free games that EA kindly supplied him with. So, everyone seemed happy in one form or another! Don't you just hate a happy ending?

AND FINALLY... THE PROFESSIONAL'S JOHN MADDEN BONUS PLAY-OFF



Scott Probin is a bit of a reckoner when it comes to John Madden Football, and indeed, when he first visited the CVG office, he proceeded to pound Mr Rignall into the ground (a spectacle I watched with much pleasure).

Not surprisingly for such an egomaniac, Scott was extremely keen to show off his skill on this occasion, and was most distressed when he discovered JMF wasn't one of the challenge games. After several hours of his moaning, I was forced to give in, and offered to pit him against the office champion, MEAN MACHINES' own Gary Harrod, a man (roughly speaking), over-brimming with confidence at the prospect of beating Scott on the game.

The first half of the match proved to be most satisfying as EA's boy blunder led the bumbling MEAN MACHINES led by 14 points to 6! Harrod couldn't even get the extra field goal point, such was the ineptitude of his abilities. I looked forward to the bearded one suffering eternal humiliation as the second half began.

Unfortunately, by some mysterious fluke, all his footballing power returned to him and he managed to almost level the score, much to Probin's (and my) incredible disgust. Drooling Harrod used up all his time-outs to stop the clock and stay in the game, but eventually his stalling antics came to an end.

The match finished with the score of 42 - 41. Harrod's kicking ineptitude had lost him the game (hat), and to this day, Scott still infests the corridors of EA headquarters with a disgusting, lrene smile distorting his grotesque features.

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... LAST TO LEAVE

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HIGH SCORES

Dear Wimps,

You find me in a foul mood, score-seekers! And the cause of my concern is the number of supposed highscorers who are unwilling to prove their prowess in a CVG Challenge. No less than ten applicants chickened out when it came to the crunch! Excuses ranged from "school" (which is just about excusable), to a very suspect, "I don't want to come". Don't you want the chance of winning a Megadrive? If you send in a Challenge form expect to be called up, and any unreasonable refusal results in suspicion over your scores! Come on! Get your forms in to me at: SCORE WITH SADIE, CVG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

Sadie



AMIGA

Some interesting developments in the Amiga highscore hit-list this month, including a rather good Wings score. Make sure you don't let up though. The word is that MEAN MACHINE's Gary Harrod has come up with a score for MERCS ready for inclusion next month. Let's hope (for his sake) that your efforts are infinitely superior to his.

PANG	878,400
Victor Holm, Denmark	
WINGS	243 MISSIONS, 360 KILLS
Martin Wulffeld, Denmark	
NITRO	220,000 (COMPLETE)
Martin Wulffeld, Denmark	
MIDNIGHT RESISTANCE	50,450
Daniel Lewis, Sheffield	
POWERMONGER	96 WORLDS CONQUERED
Jaco Van Rijn, Holland.	

ST

A few new scores from ST scorers this month, but the Rainbow Islands score is a bit worrying. The vomit-inducing Richard creature reckons he can "blow that score into another dimension with little or no effort". Keep the scores rolling in and keep the CVG reviewers out, or I won't be too happy. Get the message, creeps?

SUPER OFF ROAD	3,330,000
Stewart Thorne, Clacton, Essex	
CAR-VUP	4,360,480
Alexis Clurea, Sweden	
RAINBOW ISLANDS	4,665,010
Steve Grogan, Manchester	
NITRO	210,000
Alexis Clurea, Sweden	
PANG	2,039,450
Chris Fox, Northants	

C64

Your tedious, sleep-inducing scores are causing a bit of worry. I'm beginning to think that all the serious gamers have moved onto the consoles, if my scoring sack is anything to go by. Perhaps

some scores on Creatures, Shadow Dancer or Last Ninja 3 might change my mind. Then again, maybe not.

ROBOCOP	3,993,500
David Slocombe, Clevedon, Avon	
SPECIAL CRIMINAL INVESTIGATIONS	10,730,000 (COMPLETE)
Scott Allinson, Colchester	
SWIV	77,000 (Solo - Helicopter)
Charles Hall, Coventry	
NARC	4,731,550
Robert Hancock, Cornwall	
TURRICAN II	3,501,800
S J Bambridge, Norwich, Norfolk	

SPECTRUM

So, 77 points is the best you lot can do on Spectrum Lotus? I should imagine that a moist cauliflower rolled slowly over the keyboard could come up with a better performance than that. A few developments with the bigger titles, but that's about it. I am not impressed.

NARC	233,025 (COMPLETE)
Colin Hutchcraft, Cambridgeshire	
LOTUS ESPRIT TURBO CHALLENGE	77 (EASY LEVEL)
Andrew Malcolm, Norwich	
PANG	650,600
Daniel Creser, Northampton	
FANTASY WORLD DIZZY	26 coins
Colin Hutchcraft, Cambridgeshire	
MYTH	110,750 (COMPLETE)
Andrew Malcolm, Norwich	

AMSTRAD

ONE decent score sent in this month!! What is going on?! I stand dumbfounded by your complete ineptitude at gaming. Maybe you'll have got a grip of your joysticks by next month. I sincerely hope so.

HAMMERFIST	11,352
F Sheikh, Ilford, Essex	
SHADOW WARRIORS	3,400
Gareth Knox, Moneymore, County Derry	
MIDNIGHT RESISTANCE	27,440
Leon Phipps, Clwyd	
THE SPY WHO LOVED ME	31,500
James Davis, Isleworth, Middlesex	

SEGA

A few stalwart scorers make the Sega charts look a tad more interesting this month. A very good Chase HQ score and a nice Super Monaco GP effort are there to be beaten. Make your mark

on my table, before any CVG imbecile attempts to do the same.
CHASE HQ 8,173,600
 Graham Ashcroft, Preston
SUPER MONACO GP
 Alex Charles, Luton
GREAT BASKETBALL
 Alex Charles, Luton
R-TYPE 1,160,400
 Trevor Wooding, Ilford

MEGADRIVE

Plenty more Madden malarkey this month with a fair few American Football highscores being unearthed from the depths of my scoring sack. How about some Darius II scores, or perhaps even Gynoug? Come on, highscores are an achievement, not an embarrassment (unless you play games as badly as Rob Swan).

ATOMIC ROBOKID 338,100
 Bovolas Shama, Bradford
JOHN MADDEN'S FOOTBALL 208-13
 Stephen Barnett, Croydon
MICKEY MOUSE 417,800
 Andrew and Ben Cartland, Reading
SHADOW DANCER 1,605,200
 Lee Johnson, Tooting
STRIDER 495,500
 Malcolm Walton, Oxford

NINTENDO

No decent NES highscores this month, which I find to be rather disturbing. Surely that Batman score can be beaten? I also think that it's about time someone conquered the miserable Double Dragon 2 score - I should think that any kind of life-form capable of holding a joystick could beat that. I must admit, I'm getting incredibly bored with Turtles scores. If you can beat 1,026,400, tell me. If you can't, I'm not interested.

BATMAN 8,796,500
 Edward Roberts, Suffolk
DOUBLE DRAGON II 40,200
 Karl Bryning, Heywood, Lancs
MEGA MAN 2 COMPLETED
 John Rogerson, Preston
BLADES OF STEEL 16-5 20-3 20-8 (PRO LEVEL)
 Andrew Walker, Bury, Lancashire
TEENAGE MUTANT HERO TURTLES 1,026,400
 Paul Barnes, Preston

GAME BOY

This is more like it! The Gameboy scores caused a veritable landslide of mail in the CVG post room. The Batman score is beaten again, as is the Tetris effort, but Revenge of the 'Gator is definitely a cart you Gameboy fiends will have to practice to beat Alex Farrell's 635,550. Oh, and get rid of that R-Type score before I get angry...

BATMAN 802,350
 Stephen Barnett, Croydon
TEENAGE MUTANT NINJA TURTLES 210,100
 Chris Stewart, Newport

R-TYPE 55,220
 Richard Leadbetter, CVG
REVENGE OF THE 'GATOR 635,550
 Alex Farrell, London
TETRIS 467,894
 Ben Walther, Marks Tey, Colchester

PC ENGINE

Yet more PC Engine boredom this month in the scoring stakes. Why don't you joystick fiends do something about this sorry situation and send in some scores using the form below. How about Bomberman for starters? Surely doing well in games isn't that much bother.

DEVIL CRASH 408,440,000
 Ken Howes, Houghton-Le-Spring
SPLATTERHOUSE 257,800
 Matthew Priest, Dover
AFTERBURNER 4,773,100
 J S Edmunds, Edinburgh

SUPER FAMICOM

Terry McPherson holds onto his scores this month, but I reckon that the F-Zero score will die a hideous death before the month is out. Three CVG reviewers in one highscore table makes me run for the nearest sick bag. I want a completely different Famicom table by next month - so get to it!

F-ZERO 60,120
 Terry McPherson, Somewheresville
FINAL FIGHT 3,369,270
 Terry McPherson, Dunno-on-Sea
GRADIUS III 883,820
 Robert Swan, CVG
PILOTWINGS LEVEL 8 (CODE 760357)
 Paul Glancey, CVG
SUPER MARIO WORLD 9,999,990
 Julian Rignall, CVG
DARIUS TWIN 2,625,900
 Gary Harrod, MEAN MACHINES

ARCADES

MEAN MACHINE's repellent Gary Harrod strikes again, this time playing Street Fighter 2 - his current fave game. Beating five villains on one credit is the achievement to beat. Reckon you can do it? Send in your scores now, along with a superior Pit-Fighter score (to wipe the smug grin off Rignall's face).

BLASTEROIDS 7,225,370
 Ernie Nelson (ERN), County Antrim, Northern Ireland
G-LOC 904,340
 Scott Cowley, Bournemouth
STREET FIGHTER 2 5 BAD GUYS, ONE CREDIT
 Gary Harrod, MEAN MACHINES
PIT-FIGHTER 3,001,000
 Julian Rignall, CVG
RACE DRIVIN' 43,110
 Adrian Edwards, Pinner, Middx

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME SCORE
 GAME SCORE
 GAME SCORE

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 ADDRESS:

TELEPHONE NUMBER:
 MY MACHINE IS:

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THE US GOLD GOLDEN GIVEAWAY

715

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Boy, oh boy, have we got a competition for you! To celebrate the release of their first four Sega Master System titles, those oh-so-generous people at US Gold (as well as the bunch of loonies here at CVG) are giving you the chance to walk off with ALL of the following prizes:

A brand spanking new Sony SLV315 twin speed video recorder with infra-red remote control!

A 3 foot tall fully programmable Tomy Omnibot, with built-in microphone, tape deck and digital clock alarm!

The complete set of Indiana Jones videos, plus Indy T-shirts!

Okay, okay, you can stop bouncing off the walls now - here's how to enter. Somewhere on this page, you'll see a word search puzzle, with a list of words relating to three of US Gold's Sega titles - Impossible Mission, Gauntlet, and Indiana Jones and the Last Crusade. Simply find all the words in the puzzle, then track down the letters that haven't been used to make up "The Special Sentence".

Just write that sentence down on a postcard or sealed envelope, and send it to:

**US GOLD'S GOLDEN GIVEAWAY COMP,
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON EC1R 3AU.**

Please make sure your entries are in by 15th June, as that's when we pull the winners.

A G E N T D O H A T M M
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O D A N O R O C A V O S
M O G A U N T L E T U S
B F I L M S R P L O C I
E Y U G O M E I P B R O
N D N H T Y E K I O U N
D N G R A I L A H R S C
E I O G O L D P W Y A O
R C R O S S S H T A E D F
F E R U S A E R T C E L
J O N E S V G N I V L E

WORD LIST

AGENT	GOLD
ATOMBENDER	GRAIL
CORONADO	HAT
CROSS	INDY
CRUSADE	JONES
DEATH	KEY
ELF	MISSION
ELVIN	ROBOT
FILM	TREASURE
GAUNTLET	WARRIOR
GHOST	WHIP



REVIEW

NINTENDO

£34.99

BY ACCLAIM

Your reputation as a fine swordsman and all-round hero has spread into every corner of the realm of Sindarin. Your immense skill and resourcefulness in dealing with the twisted Malkil has earned you fame and glory everlasting. Sounds pretty good, eh?

Well, it would be were it not for the fact that Malkil has used his evil, satanic powers to cunningly resurrect himself. Once again he is defiling the land with his powerful minions and evil magic. What this is all generally building up to is the fact that Malkil must be stopped and you are the only guy with the qualifications to do the job.

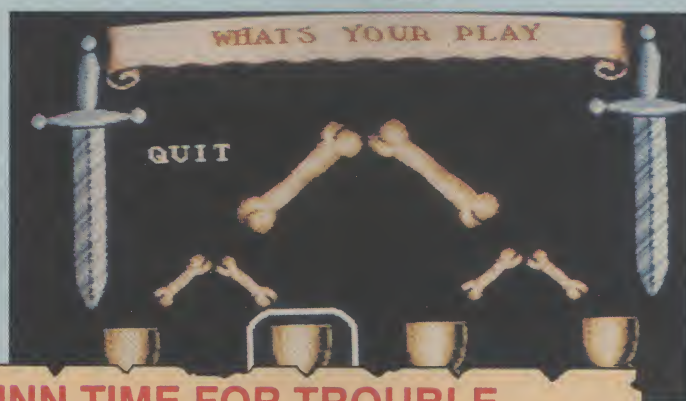
This involves traversing the eight-way scrolling landscapes, collecting miscellaneous mystical items and spells ready for the final confrontation. The only problem is that Malkil has split himself into four Elemental Guardians (Earth, Wind, Fire and Water) and unless you can find the correct elemental annihilating spells, the Land of Sindarin's days are numbered...



▲ Here's the map.

IRONSWORD

WIZARDS AND WARRIORS II



INN TIME FOR TROUBLE

Smart cookies who've collected a lot of treasure should make all haste to the inn, where extra weapons, spells and food can be purchased. Unfortunately, the prices tend to be rather high. If you're a bit short of cash you can enter a bonus gambling game to boost your funds. Choose one of the four bowls and then wait for the skull to fall down. Should it fall into your chosen bowl you're rewarded with 290 coins! You're more likely to lose though, and your stake each time is 100 coins.



Nintendo platform games are as common as muck, and to improve on the likes of Mario and MegaMan, any new effort has to be pretty damn good. Wizards and Warriors 2 turns out to be an above average effort that lacks the edge in playability to make it a real classic.

What I don't particularly like is the fact that the warrior can't attack whilst jumping, and until you've got the head-butting helmet on level two, this leaves you defenceless. What I do like about the game is that it is very challenging. It took me around forty-five minutes just to get off the first level, and level two's even tougher. Surprisingly for a Rare game, the graphics are quite dull and the sound is only average. If you're after a platform masterpiece, go for MegaMan 2 or Mario 3 (when it comes out), but if it's a challenging game you're after, take a look at this.

RICHARD
LEADBETTER

THIS SPELLS TROUBLE

Spells can be purloined from Malkil's meanies, found in chests, or even bought at the local shop! Here's a quick guide to the spells available in our hero's repertoire.

FAMILIAR: (As in "witches familiar") This guys buzzes around our hero, turning enemy sprites into coins.

DRAGON TOOTH: A bit like the familiar, but all the enemy sprites change into tasty food. Yum, yum.

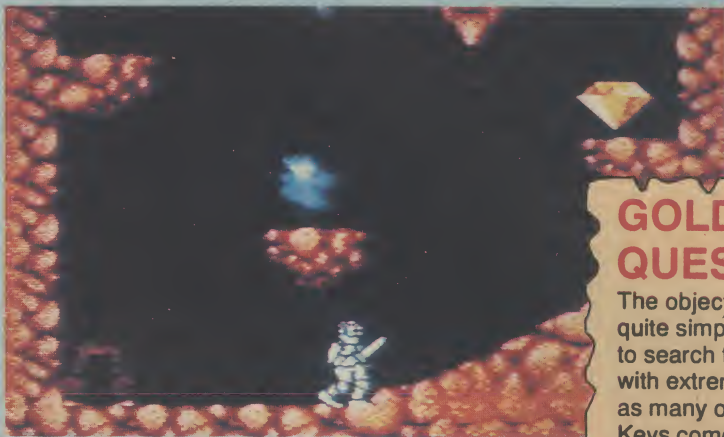
ASP TONGUE: Cast this spell at an inn at recover some energy.

VEIL OF SLUMBER: Slows down any enemies on-screen.

FLEET FOOD: Makes you run faster and jump further. Good eh?

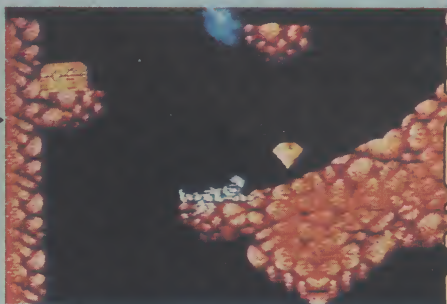
SILVER FLEECE: Shields our hero from any enemies that dare attack.

WATER SPOUT: A column of water shoots up (where does it come from?) enabling our hero to reach previously inaccessible platforms.



▲ Entering the treasure room.

Our hero dies rather painfully.



▼ Cor!



GOLDEN QUEST

The object of each level is quite simple. Your best bet is to search the platform levels with extreme care, collecting as many objects as possible. Keys come in handy for opening chests thus revealing a lot of useful items and treasures. If you're lucky you'll come across a golden relic. Take this to the end of the level and one of the animal kings will offer you help. And when you're up against the maniacal minions of Malkil, you need all the aid you can muster.

INGENIOUS ITEMS

Along the path to Malkil's eventual destruction, there are plenty of useful items that our hero can use to his advantage. Along with the vast amounts of gems and treasures that swell his coffers, some items boost the warrior's abilities. For example, the helmet protects the sword slashing hero's scalp from unwelcome creatures landing on his head. It also enables him to headbutt nasty creatures! If you think that's cunning, there's plenty more where that came from.



Platform games on the NES are like shoot 'em ups on the Megadrive - there are a hell of a lot of them, and most are pretty average. The original Wizards and Warriors was okay, but was lacking in the playability department, and unfortunately, the same has to be said here. The problem

lies in the level of difficulty - as Rich said, it's certainly challenging enough, but as time passes, frustration has a nasty tendency to set in, making you want to turn off the machine and play something else. The audio-visual aspect is a little disappointing, considering what Rare can do with the Nintendo (just look at Snake, Rattle and Roll, for example), and overall, you feel that a little more could have been done. Again, if you're after a platform game that'll have you glued, look elsewhere.

ROBERT SWAN

GAME BOY WARRIORS

Check out your local Game Boy stockist for Wizards and Warriors X, a horizontally scrolling platform romp rather like the game reviewed here. Like this game, there's loads of keys, chests, and nasty enemies and a whole heap of enemies to chop to bits. Although the scrollings a bit blurry and the sound effects sound suspiciously like The Amazing Spider-Man's, Wizards and Warriors X is still a rather playable game.



NINTENDO	
GRAPHICS	78
SOUNDS	79
PLAYABILITY	77
LASTABILITY	80
OVERALL	79

YOUR OWN

ARCADE



The amazing **Atari Lynx** is the complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.



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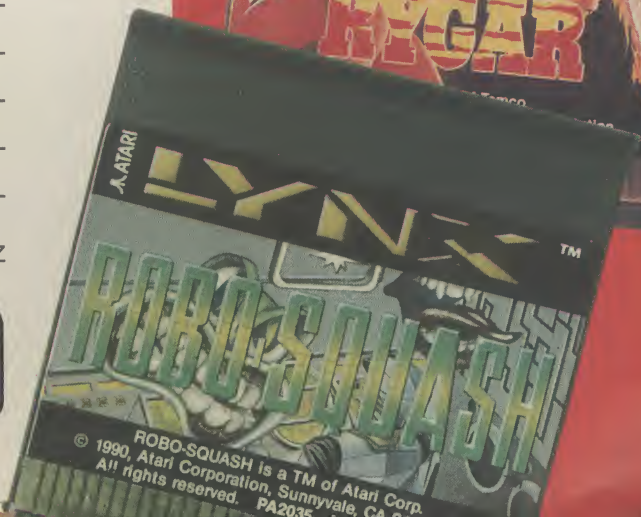
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REVIEW

MEGADRIVE

£37.00

BY DECO

Earth in the far future - a weak, defenceless world, ripe for conquest. Enter the despicable King Crimson, one-time ruler of our world, and leader of a race of bio-mechanical warriors, with which he has levelled most of Earth's major cities. As is the case in these situations, a small band of souls has formed the Midnight Resistance in order to stand up to the despot, but as is also the case in these situations, most have been killed in bloody skirmishes. Only one man survives (his brother from the two-player coin-op hasn't made it into this conversion), and he's out to finish Crimson and his forces once and for all!

There are nine levels of horizontal and vertical scrolling action, blasting adversaries and collecting the keys they leave behind. At the end of each level, these keys can be traded in for bigger and better weapons, before moving on to the next bunch of psychotic cyborgs, and eventually, Crimson himself!

THE GUNS



FULL AUTO: Power-up for the standard rifle.



3-WAY: Same power level as the standard rifle, but fires in three directions.

THE KEY TO SUCCESS

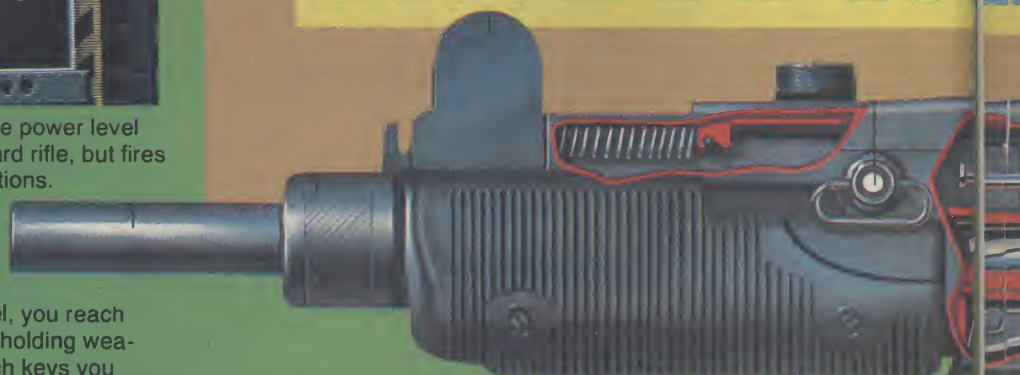
After torching the boss at the end of each level, you reach an armoury. The walls are lined with cabinets holding weapons, but they're all locked! If you have enough keys you can keep opening the cabinets to equip yourself with a more powerful gun, and a secondary weapon system which fires when you push up on the joypad. Here's a complete list of the items on offer:



FIRE: The most powerful weapon, this fries anything in its path, but the range is limited.



SHOTGUN: Limited in speed, but devastating in effect!



THE SECONDARY WEAPONS



NITRO: Flames spread eight ways from the top of the screen. Pretty lame.



HOMING MISSILES: When fired, eight missiles lock automatically on the nearest enemies.

SHOWER: Drenches adversaries with lethal spikes.

BULLET: 500 extra rounds for the selected weapon.

UPDATE

Midnight Resistance has been out for some while for the ST, Amiga, C64, Amstrad and Spectrum, courtesy of Ocean.



▶▶ REVIEW

IGHT ANCE

LEVELS OF RESISTANCE

Midnight Resistance is set over nine explosive levels, each packed with a full complement of Crimson's bio-mechanoid goons from Hell!

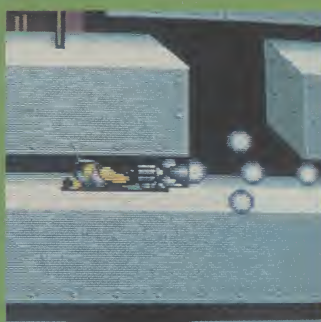
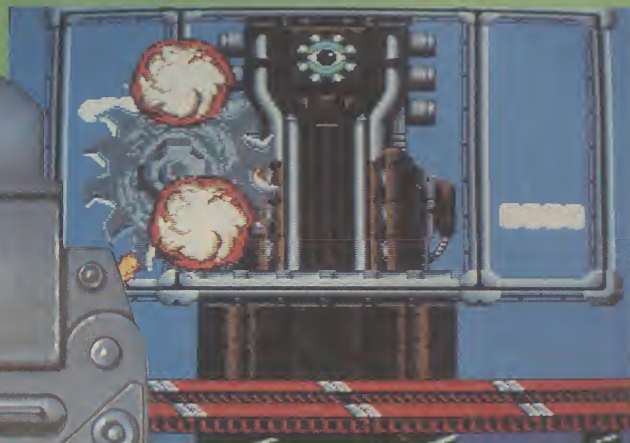


LEVEL ONE: Simply blast away at the enemy base's entry chambers and dispose of the garrison of troops to gain access to the first armoury.



LEVEL TWO: Conveyor belts, tight crawlways, a massive tank and gun emplacements cause aggravation for our hero before he can stock up at the next armoury.

LEVEL THREE: This forest level is infested with Crimson's troops and massive laser emplacements, along with an enormous laser-spewing mechanism at the end!



SUPERCARGER: Powers up the selected weapon to its full capabilities - especially useful with the flamethrower.
BARRIER: Limited shield protection.



Midnight Resistance was always a blast I enjoyed in my local arcade, but I was disappointed by Ocean's computer conversions which had a very dodgy control method. This version also suffers from this same flaw, although having three buttons to control your matey (rather than just one) makes things a little easier. Graphically, Midnight Resistance is almost coin-op perfect, even down to the intro screens at the start, and the sprites and backdrops are true to their arcade counterparts. A special mention must go to the sound - excellent adrenalin-pumping soundtracks, along with some loud, raucous explosions, and if you whack in a pair of headphones and push the volume up to the max, you really do get the full effect (that's right, the effect of permanent deafness - ED). Overall, Megadrive Midnight Resistance will not only appeal to fans of the coin-op, but to all lovers of things that go boom. Check it out immediately.

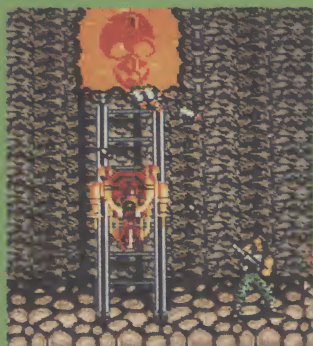
ROBERT SWAN

LEVEL FOUR: Massive tanks bristling with lasers attack in this rocky level, with aid from Crimson's airborne shocktroopers.



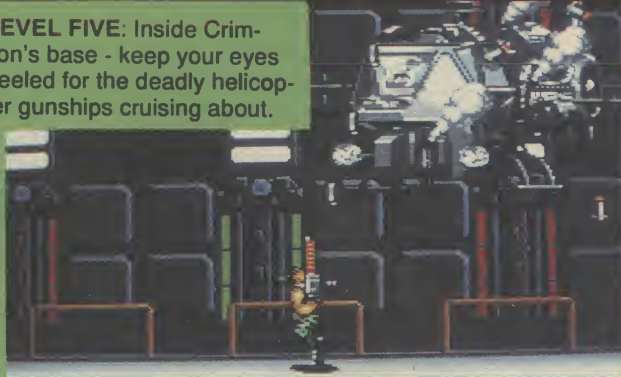
LEVEL SEVEN: The shortest level - set by the sea, a vast battleship does its utmost to blast you to kingdom come!

LEVEL EIGHT: A lethal fire-spitting serpent tries to toast your buns on this hellish level.

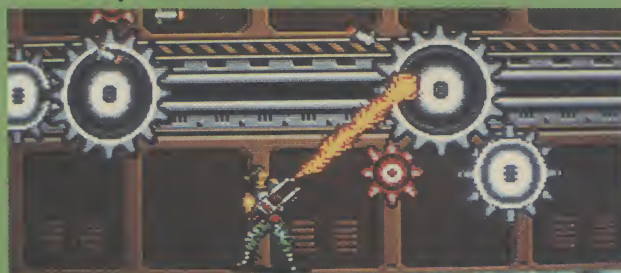


LEVEL NINE: Finally - the showdown with King Crimson!

LEVEL FIVE: Inside Crimson's base - keep your eyes peeled for the deadly helicopter gunships cruising about.



LEVEL SIX: The rock walls peel away to reveal some formidable resistance-crushing weaponry! Keep an eye open for Crimson himself, who taunts you by parading his prisoners on a nearby monitor. The swine!



This game would be great if it wasn't for one problem. I found the controls difficult to get to grips with (the rotate-the-gun one especially), even though the programmers have let the player select one of four different systems! Several other players in the office

had similar problems and that kind of knocked the enjoyment on the head for me. What I liked most about Midnight Resistance is that it's quite an unusual shoot 'em up for a Megadrive, ie. there are no spaceships and not hardly any multi-level parallax scrolling. That and the fact that the graphics and music are both very good indeed made this a game I came back to several times, but every time I was cursing that control method! Lovers of the arcade game would probably have enough enthusiasm to persevere with it, but if that doesn't include you, try to have a go before spending the money.

PAUL GLANCEY

MIDNIGHT IN THE ARCADES

Data East were the people behind the Midnight Resistance coin-op which was released early in 1990 and achieved moderate success amongst arcade players. DECO, who produced this conversion, are Data East's home conversion's division. What they haven't been able to include in the Megadrive version is the simultaneous two player mode, and they have tried to simulate the rotational joysticks (which controls the direction the player points his gun) with four different control options. One simply aims the gun in the direction the player is moving, and the others turn the B button into a cycle-through-the-eight-positions control.



046



MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	83
LASTABILITY	85
OVERALL	86



REVIEW ▶▶

AMIGA

£24.99

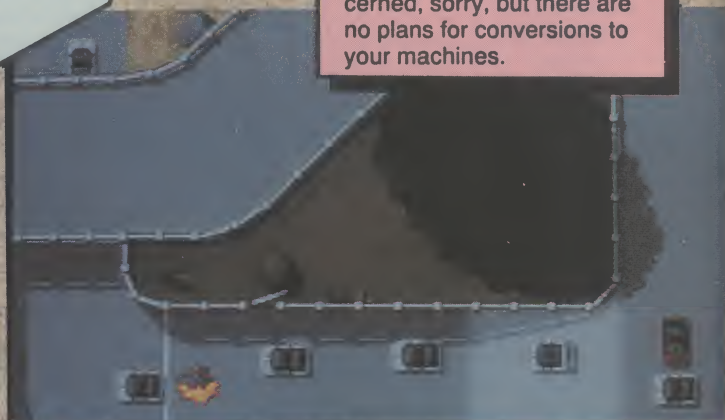
BY GREMLIN

Back in the latter part of 1989, Gremlin released the original Super Cars, a viewed-from-above race game in the mould of Super Sprint but with the added bonus of an eight-way scrolling track, a range of cars and various weapons with which to take out your opponents! Now Magnetic Fields (the programmers of the original and the cracking Lotus Esprit Turbo Challenge) have produced this sequel.

The player starts each racing season with a set amount of money, and a Super Car. Of course, winning's the name of the game but the money you make has to be spent wisely on upgrading your car and its weaponry to ensure your place in the championship. Earning the bread, means finishing in the first five places. Failure to do so will mean your automatic disqualification for the rest of the season - pretty big incentive, yes?

UPDATE

Super Cars 2 should be screeching onto the ST real soon now, for the same price of £24.99. As far as all you 8-bit race fiends are concerned, sorry, but there are no plans for conversions to your machines.



▲ Off to a flying start - except for the bloke who just exploded!

SUPER CARS II



KWIK-FIT WAS NEVER LIKE THIS!

This is a list of equipment that can be purchased:

FRONT MISSILES: Forward-firing - pretty accurate, but can be avoided with practice.



I wasn't exactly over-enthused with the first Super Cars, due to the rather iffy graphics, duff gameplay and no two-player mode. Now Super Cars 2 is here, and Magnetic Fields have more than made up for the predecessor's shortcomings. The sprites are small, but are all

excellently animated - the cars bob and careen around corners - and the sound is also tops, with lots of sampled screeches and explosions. The head-to-head two player option makes the game that much more entertaining, and therefore makes the whole package that much more challenging. Super Sprint-style games are entertaining for a while, but have a tendency to become incredibly boring very quickly. Super Cars 2 is addictive enough to have any boy racer stuck to his Amiga for ages, so if racers are your thing, get this now - you'll love it!

REAR MISSILES: As above, but fire in reverse.

HOMING MISSILES: Deadly! These home in on the nearest car, and blast it to shrapnel!

SUPER MISSILE: This baby rotates around the car, destroying anything that gets too close!

MINES: These are dropped onto the track, and explode after a short delay. Anything within proximity gets annihilated!

TURBO BOOST: Limited but effective - simply blasts the car's speed up to maximum for a short period of time.

ARMOUR: Available in three grades (light, medium and heavy), this gives the car protection from the continuous battering dished out by the other racers!

BATTERING RAM: Again, available in three grades, this lets the player damage and destroy other cars by simply smashing into them!

ENGINE TURBO: Again, available in three grades, this increases the top speed of the Super Car.



ROBERT SWAN

TAKE A BREAK

After a race, people come over to have a natter. These include policemen, journalists, solicitors and even an inspector from the Department of Environment! In each instance, they ask a question, with a choice of three possible answers. Getting it right either whacks up the points or money, or reduce a fine, but if you get it wrong your bank balance will soon tell the tale!

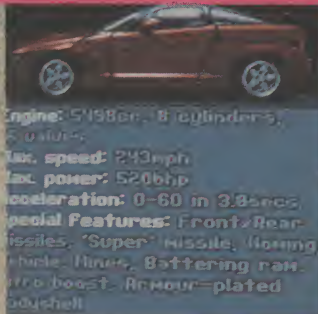


BUILDING UP YOUR BEAST

The basic Super Car is pretty useless, with weak armour and no weapons. However, once a race is successfully completed, damage sustained can be repaired and fresh weapons can be loaded up for the next race. Once this is complete, the trading screen appears, where the player can buy or sell new equipment and weaponry. Prices for items do tend to fluctuate quite wildly, but with a bit of practice, it's possible to speculate on what future prices will be!



Red drops a mine and bang goes an opponent!



Well, I disagree with Rob insofar as I thought that the original Super Cars was terrific (I even bought it when I was a destitute student with no money) and I awaited this sequel with considerable interest. Even though there's only one type of car, this follow-up is vastly superior to

the original. The graphics have been spruced up, there's plenty more hazards thrown in (the jumps are an excellent addition) and your motorised steed is far more animated (it occasionally skids along on two wheels!). The addition of the two-player mode makes the game far more enjoyable and the new power-ups make for a much more varied game. As a sequel, it's superb. Gremlin have taken the unrivalled playability of the original Super Cars and improved on it, so if you've got any form of common sense whatsoever, you'll purchase it as soon as possible. The best racing game since Gremlin's Lotus.

**RICHARD
LEADBETTER**



AMIGA

GRAPHICS	89
SOUNDS	89
PLAYABILITY	92
LASTABILITY	94
OVERALL	91

FLAMES OF



Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.



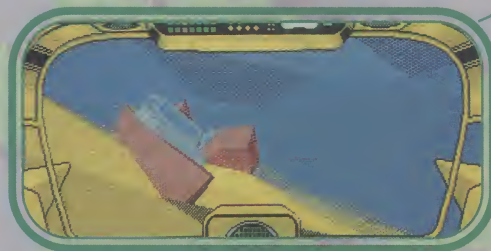
Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.

Screen shots shown are taken from the Atari ST versions. Actual scenes may vary by format

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

TOTAL FREEDOM- FROM RAINBOW

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FLAMES OF FREEDOM**

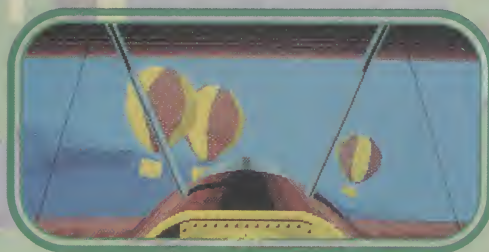
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2
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WINTER
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es of transprt X 1,000s of buildings) = 3,000,000 cubic miles of Action, Adventure and Strategy.

REVIEW

SPACE QUEST

PC

£34.99

BY SIERRA ON-LINE

Roger Wilco, sanitation expert, part-time hero, and star of the three previous Space Quest adventures is back! Having rescued The Two Guys from Andromeda (the authors of the Space Quest series) from the diabolical clutches of the Pirates of Pestulon, our hapless hero is out for a little R'n'R on his home planet of Xenon. The problem is this - the dreaded Sequel Police have had enough of Wilco and all this Space Quest nonsense, and are determined to make sure that Space Quest V will never see the light of day!

Saved only by the timely intervention of a squad of rebels from the future, Roger finds himself hurled into a hole in the time-space continuum - only to find himself on his now-devastated home planet in the scenario for Space Quest XII - Vohaul's Revenge III! Can Roger find out who wants him dead? Will he find a way back into his own time? Will someone tell me what's going on? Who knows? Who cares? Find out, same time, same channel, next week!



AND THE TIME RIPPERS



As someone who enjoyed the first three Space Quest games immensely, I can safely say that part four not only matches the hilarity and insanity of the series, but excels it! SQ IV is not so much an adventure, but a mass of hilarious problems which the hapless Roger

Wilco has to make his way through. The VGA graphics are absolutely gorgeous, with some of the most detailed backdrops ever seen in a game of this type, and if you've got a sound card for your PC, you can really appreciate the terrific soundtracks that make SQ IV more like an interactive movie than an adventure. The sheer amount of depth is enough to have even the most experienced adventurer stuck to his machine for ages, and the puzzles are enough to have you pulling your hair out - once you've solved one, you're confronted with another almost instantly! Quite frankly, if you're a PC owning adventure nut, then there is absolutely no excuse to go out and buy this immediately. Now you'll have to excuse me, the Sequel Police are after me again...

GOT THE RIGHT TIME?

To get back from Space Quest XII to his rightful place in the Space Quest IV scenario, Roger is obviously going to have to find some kind of time machine, then find the required co-ordinates to zap him to the correct location in Space-Time.

Luckily, if Roger can hop a shuttle to that large structure outside the city on Xenon, he will find a Timebuster 2000 SUX, and after working out that the symbols on the control pad look a bit like letters, he just has to find a likely set of six letters which the time-drive computer will accept as co-ordinates.

Unfortunately, the first string of co-ordinates only gets him



as far as Space Quest X - Latex Babes of Estros, where the Sequel Police will soon catch up with him. If he wants to stay alive, Roger has to find his next set of co-ordinates and get to the next scenario FAST! Those Sequel Police tend to shoot first and say "halt" later!

ROBERT SWAN



ROGER, WILCO, AND OUT

Roger Wilco's three previous adventures would be enough to drive anyone nuts, let alone the Sequel Police. The original Space Quest saw Roger, then a lowly janitor aboard the space lab Arcada, foil the evil Sariens' plot to steal the Star Generator and thereby single-handedly save the planet Xenon and the entire Earnon star system from a fate worse than death. Part two saw the Sariens' leader, the vile Sludge Vohaul, intent on conquering the galaxy with an army of genetically-engineered life insurance salesmen! Again, our bumbling good guy was able to save the day (more by luck than judgment!). The third chapter, The Pirates of Pestulon, saw Roger's "creators", the Two Guys from Andromeda, kidnapped by a band of outlaws out to flood the galaxy with a load of sub-standard software - once again, it was down to Roger to save the day! Now Space Quest IV is here - can Roger save himself?

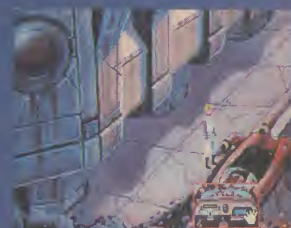
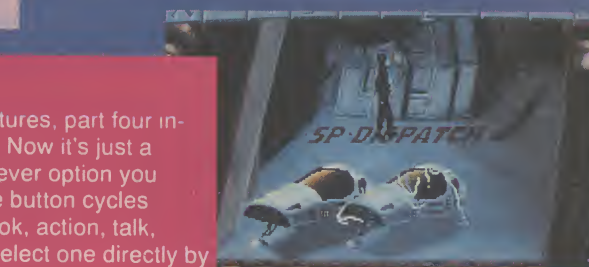


As the green slime dissolves the flesh from your bones, you think, "Hey! This stuff consumes 47 times its weight in acid!"



ICON-TROLS

Unlike the previous Space Quest adventures, part four involves absolutely no typing whatsoever. Now it's just a simple case of point and click with whatever option you have selected. Pressing the right mouse button cycles through seven command icons (walk, look, action, talk, smell, taste and inventory), or you can select one directly by moving the cursor to the top of the screen.



MAY THE FARCE BE WITH YOU!



UPDATE

Space Quest IV should be emerging on the Amiga and ST real soon, but no release dates or prices have been set. Be warned, though that the Amiga game requires one Megabyte of memory and two disk drives or a hard drive to run! The ST version also requires either two drives or a hard drive, but it has the added feature of being able to use any attached MIDI device to produce enhanced music.

HARD DRIVIN'

Unfortunately, all these luvverly graphics (which were hand-drawn then digitised, actually) take up a lot of memory and hence, disk space, so you won't be able to play Space Quest IV unless you have a hard drive in your PC! Aiee! Oh, by the way, the game supports MCGA and VGA graphics, mouse, joystick and keyboard controls, and PC, Adlib and Roland sound. Just thought we'd better give you all the facts.



Unlike Rob, I've never really been a big fan of the Sierra adventures because of the rather ugly graphics and those annoying guide-the-man-through-the-maze-of-tight-gaps bits. However Space Quest IV is one of Sierra's new-look games so it certainly doesn't suffer from any ugliness problems (if you've a VGA card the digitised graphics are superb) and the mazes I came across weren't as intolerably difficult as they were before so I really enjoyed myself. The other attraction is the unusual storyline, the jokey scenarios and the oddball predicaments which are actually pretty funny, and keep you playing the game just to see where the next laugh is. The new command system is, I suppose, less daunting to a novice than the old text-entry system, but seven icons seemed pretty restrictive to me, and it reminded me somewhat of all those old text adventures with tiny vocabularies which forced the player to word commands strangely so that the computer could understand. The system Lucasfilm used in Indiana Jones and Monkey Island is far more flexible. That gripe aside, I was very impressed with Space Quest IV, and I'm sure any Wilco fans out there won't be disappointed by this installment in the series.

**PAUL
GLANCEY**

PC

GRAPHICS	95
SOUNDS	92
PLAYABILITY	86
LASTABILITY	92
OVERALL	90



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REVIEW

SUPER FAMICOM

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BY TAITO

ダライアスツイン

A vicious alien empire, armed to the teeth and out for blood, has invaded our system. Earth Defence, in a last-ditch attempt to protect our beleaguered and battered world, has created the Darius starfighter - a super-fast vessel with the latest developments in combat firepower. All that's needed is a pilot brave (or mad) enough to fly it, so guess who's just about to get their call-up papers?

Either one or two pilots (you can both play simultaneously) blast their way through twelve increasingly-difficult alien-infested levels, in an attempt to reach the vile alien leader and utterly destroy him. The usual mixture of power-ups are available (more on that later), but the malevolent xenomorphs are out to make sure that nothing on Earth will survive the coming conflict...

THE FUTURE OF SPACE ENFORCEMENT

When a set of six "box" aliens are destroyed, a crystal is left behind. The Darius fighters collect these to enhance their firepower in the following ways:

RED CRYSTAL: Increases forward firepower, from the initial weedy popgun, up to a massive, energy-ball spewing cannon!

BLUE CRYSTAL: Bestows the ship with a protective energy field, which can be made more powerful with more crystals.

GREEN CRYSTAL: Increases secondary weapon's firepower, from a single missile to four-way lasers up to massive energy blasters!

YELLOW CRYSTAL: Acts as a smart-bomb, annihilating everything on screen!



UPDATE

Darius has already appeared (in one form or another) for most machines; the rather dull Darius Plus (from The Edge) for 16-bits, Darius (also from the Edge) for the 8-bits, Taito's own conversions of Darius on both CD-ROM and cart for the PC Engine, and Darius 2 for the Megadrive! Phew!



Although I enjoyed playing the coin-op, Darius never really had anything (apart from the three screens) to make it stick out from the rest of the crowd. Darius Twin is okay as blasters go, with some excellent graphics (the end-of-level monsters are as exquisite as

their arcade counterparts), and the sound is enough to have any shoot 'em up freak gibbering like a loon, with lots of rough and raucous explosions. The only problem is the game itself - even on a difficult level, it doesn't take long to get right to the end. If you just can't wait for a shoot 'em up on the Super Famicom, try it out but if I were you, I'd keep my money safe, and wait for Super R-Type.

ROBERT
SWAN

REVIEW

THE BOSS FROM 20,000 FATHOMS

At the end of each stage, the giant end-of-level guardian emerges, intent on the Darius fighter's utter destruction. The funny thing is, each has the most ridiculous name imaginable! These include the Dual Shears SP (a giant mechanical lobster), Killer Hagia, (a large metal fish), and Dark Coronatus (a deadly robo-sea lion)! Of course, given enough firepower, these can be done away with...



THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.



Everyone was disappointed with Darius Twin when it first arrived in the CVG office. The graphics and sound are both excellent (as usual for the Super Famicom), but it's gameplay that's important in making a shoot 'em up stand out from the ordinary. It's in this

sense that Darius Twin fails. The same old enemy attack patterns coupled with the end-of-level bosses combine to make a game that simply doesn't excite. The power-ups give the player no real sense of destructive prowess either. What Darius does have in its favour is the excellent simultaneous two-player mode, which no other Super Famicom title has. Some degree of strategy is required to decide which power-ups are better suited to which players and co-operation is essential for success. If you want a two-player blast, then this is probably the best seen outside of an arcade. Solo shoot 'em ups fans should save their money, though.

**RICHARD
LEADBETTER**

PICK A PLANET, ANY PLANET

Getting through to the heart of the alien empire isn't as easy as it sounds, but to give you the smallest iota of a chance, you can choose which planet to fly to next! Darius pilots are warned that some routes offer far more danger and excitement than others, so choose carefully!

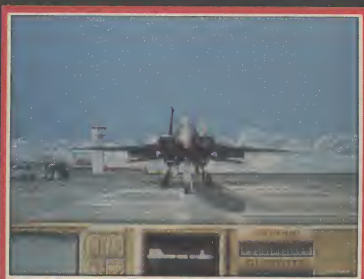


FAMICOM

GRAPHICS	89
SOUNDS	88
PLAYABILITY	85
LASTABILITY	84
OVERALL	88



to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying

area of nearly half a million square miles. Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used

to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy

attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in

the hottest seat of them all - Take a look for yourself.

F-15 STRIKE EAGLE II



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and greatest

AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

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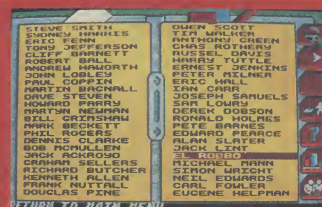
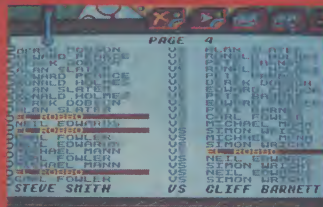
BY KRISALIS

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The World Championship is simply a case of defeating each opponent in order to make it to the Final and take the trophy!

JAHANGIR KHAN

World Championship



At the age of 15, Khan won the World Amateur Squash Championships, and at 17 became the youngest ever professional World Champion. Since then, he has won every squash title in the world, and over a six year period played in over 500 international matches - without a defeat! To this day this remains an achievement unique in world sport.

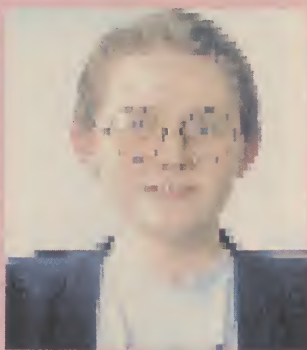


▼ **Someone looks happy.**



ROBERT SWAN

REVIEW



I've never actually played Squash, but after playing this game it's hardly surprising that it's an after-hours favourite of hard-dealing businessmen. It's extremely competitive and the speed of the game makes each match a frenzy of action. The control system takes some

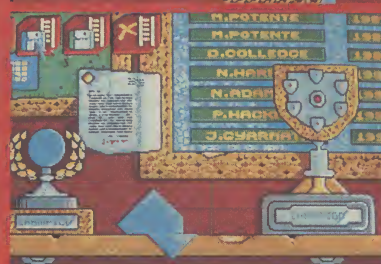
time to get used to, and I spent an inept few games running after the ball and swiping at it when I was in the wrong place. However, I quickly learned the skill of hitting the ball so that it bounces around, but never actually straight at, the opponent. As usual, playing against another person is preferable to the computer opponents, but having said that, the computer's players are pretty good and even though they vary in skill (they're modeled on professional players) even the weakest can give the novice a run for his money. An unusual but well-executed sports game.

**PAUL
GLANCEY**

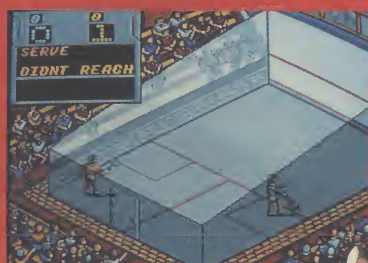


◀ Here's the main selection screen. Nice, isn't it?

That's a nice shirt.



▲ A nice collection of trophies.



UPDATE

Jahangir should be causing a racquet (urgh!) on the C64 real soon now, for the rather oddball prices of £11.23 on cassette, and £15.31 on disk. I don't know - VAT, eh?

◀ Plenty of high-flying balls here.



ST

GRAPHICS	85
SOUNDS	83
PLAYABILITY	88
LASTABILITY	86

OVERALL 87

AMIGA

GRAPHICS	86
SOUNDS	85
PLAYABILITY	88
LASTABILITY	86

OVERALL 86

AMSTRAD

GRAPHICS	84
SOUNDS	80
PLAYABILITY	87
LASTABILITY	86

OVERALL 85

SPECTRUM

GRAPHICS	84
SOUNDS	80
PLAYABILITY	87
LASTABILITY	86

OVERALL 85

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CHEAT MODE

With Mr Jaz so busy on Mean Machines, your quiff-toting chum, Richard Leadbetter is now "The Main Man" when it comes to tips, maps and all that stuff. So send all your cheat-type gear in to him at CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. Top tipster and mapster of the month both receive £100 for their efforts so hurry up and start licking envelopes. This month, Richard Pascoe and Paul Sargent share £100 for their fab Lemmings info.



ALL FORMATS

SWIV

This Storm blaster scored a massive 93% when we reviewed it a couple of months ago. Here's the cheat for the ST and Amiga versions courtesy of Binu Mohan from Chippenham. Just pause the game whilst it's playing. ST owners should type NCC-1701 (don't forget the dash) and press return. Amiga owners should type NCC 1701 (with a space instead of the dash) and press return. The border should flash to signify that the cheat has been installed. Unpause the game and infinite lives are yours for the taking!



BRAT

Hobbit from Forgotmyaddress-on-Sea has sent in the complete list of level passwords for this interesting game. Cor! Talk about quick-off-the-mark! So off we go.

- | | | |
|-------------|-------------|--------------|
| 1. BISHIGMO | 5. NOKITAGO | 9. MOKITEMO |
| 2. MIHEMOTO | 6. ITSANONO | 10. ZUMOHATO |
| 3. SASUTOZO | 7. MOZIMATO | 11. CHANASTU |
| 4. SUMATZEE | 8. HOZITOMO | 12. NAGAITSU |

SPECTRUM

COMBAT ZONE

I noticed a severe lack of Speccy tips in the bulging Cheat Mode sack, so get poking, you lot! To "get the ball rolling", Oliver Hennessey sent in a vast list of tips. For Combat Zone, simply press all the keys on your Speccy down. Various messages will appear to let you know that the cheat's been installed. You then have 256 lives and infinite hyper-bombs.

YOGI BEAR AND FRIENDS

Oliver Hennessey again, this time with a low-down cheat for this Hi-Tec effort. Hold down the keys Q, W, A, S, D, F, and G on the title screen. The border will turn white, and when you start the game you'll find that you're completely invincible. Is that good, or what?

SKATIN' USA

Try this cheat for Skatin' USA if you fancy going straight to the fourth level! When the game has loaded select the Typecode

option and type in THISBOYCANWAIT (with no spaces). A bucketful of thanks go to Oliver Hennessey for that cheatette.

AMSTRAD

SHADOW WARRIORS

This beat 'em up is a particular favourite with you Amstrad gamers. But it's a bit on the tough side, so use this tip to skip a level. When you reach the end-of-level guardian, let him kill you. When the game asks you to rewind the tape, just press down play and the next level is loaded in for your delectation! Sam Rickus from Birmingham sent that one in.

MR HELI

More Dean McCartney tomfoolery with a couple of codes for this Firebird conversion.

LEVEL TWO:

CACGFAAAUAEDIADCKCY

LEVEL THREE:

DECIHAFUAUAIGAADCDBR

MIDNIGHT RESISTANCE

On the title screen hold down R, G, and N for infinite lives. But that isn't the end of this cheating malarkey. If you press down CONTROL whilst facing up to the end-of-level baddies, they'll instantly self-destruct! Yikes! Stuart Dyson was the face on the case there.

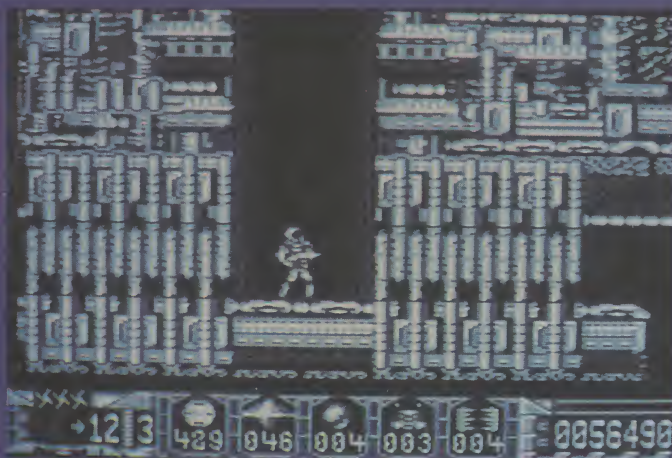


ESWAT

Choose one player mode, and just before you die press space. This summons player two to the playing area and once player one has vanished you can continue your law-enforcing antics. You can continue doing this for all of your eight credits. Stuart Dyson came up with that one.

TURRICAN

Pause the game and press down V, O and N to give you 99 lives. The ESC key can also be depressed to move you onto the next level. Yet more thankful noises go in Stuart Dyson's general direction.



DELIVERANCE

Stuart Dyson strikes back with this cheat that makes our hero totally invulnerable. On the picture title screen type in ILIKE. But make sure you hurry to catch the picture before it disappears.

C64

ROBOCOP 2

Lee Barlow of Liverpool is a clever chap as he's located all of the secret Nuke stores and other bonus loveliness in this cartridge-based C64 game. So, to coin a phrase, "check this out".

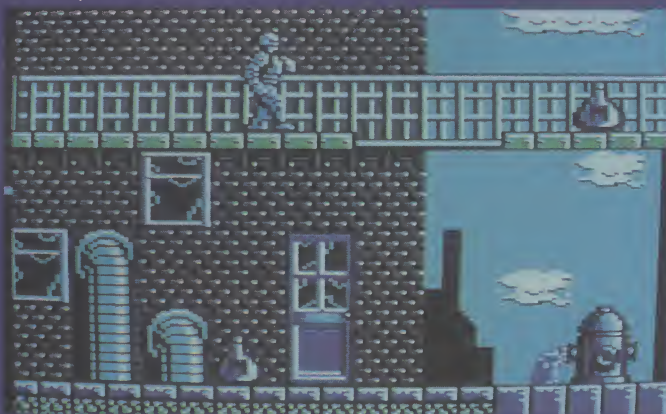
LEVEL ONE: Walk over to the third manhole and pull down (the slight pixel difference here gives the secret entrance away).

LEVEL TWO: There isn't a secret Nuke store here, according to Lee.

LEVEL THREE: Thrust up to the top of the screen between the first two electric forcefields.

LEVEL FOUR: Fall down off the very last ledge and land on the Nuke capsule. Now simply pull down and all is revealed.

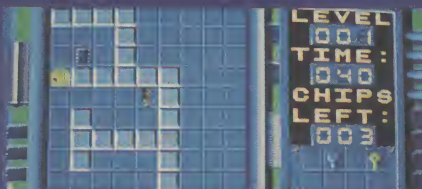
LEVEL FIVE: At the very start of the level walk to the far left and pull down. There you regain Alex Murphy's memory in a sub-game. Pull this off and you're given four bonus lives and a million points. Cool eh?



CHIP'S CHALLENGE

Yet more Lee Barlow tips - this time for US Gold's perplexing puzzler. Lee sent in the codes for the first 25 levels, but I haven't got room to print them all. Here's some edited highlights.

LEVEL 5: TQKB
LEVEL 9: KCRE
LEVEL 10: UVWS
LEVEL 15: COZQ
LEVEL 19: MRHW
LEVEL 20: KGFP
LEVEL 25: PQGV



TEENAGE MUTANT HERO TURTLES

Paul Gregory from Wesham sent in loadsa tips for the trusty C64, including this one. Whilst playing the game type in PABLO, but hold down the CTRL key when pressing P.



SUPER CARS

To get to level two, use the name HARVEY. If level three is your required destination, then use the name ELLA. Yet more Paul Gregory malarkey there.

SUMMER CAMP

Paul Gregory from Wesham also came up with this tip for infinite Maximus Mice in this jolly C64 romp. Simply get a high score and enter the name CALAMITY. Infinite lives are now yours.



RICK DANGEROUS

Type JE VEUX VIVRE on the title screen in order to make Mr Dangerous rather more dangerous than usual. You've got Richard Haseler, amongst others to thank for that tip.

MYTH

If you're a bit stuck on the Norse Legends onwards in this terrific System 3 game press A and ? together for full weaponry. Good eh?

AMIGA

Z-OUT

Here's an interesting little tippette from Matthew Leaver of Cleethorpes. During the game, simply press J and K down together for unlimited energy. But that's not all.

Pressing J along with a number from 1 to 6 on the keyboard enables you to choose which level you want to start from.

NITRO

Matthew Nixon came up trumps with the cheat for this Psygnosis race game. Just enter your name as MAJ and you'll start the game with a vast stash of fuel and a fair few shekels in the bank to boot.

THE SPY WHO LOVED ME

Tons of you have sent in this cheat to make your 007 antics a lot easier. During the game type in MISS MONEYPENNY (with the space) to increase Bond's longevity. Also use of the F10 key allows our bed-hopping hero to skip levels.



WINGS OF FURY

If it's your express purpose to cheat on this little number, simply type in COLIN WAS HERE whilst playing. Pressing P gives you an extra 'plane and M gives you infinite ammo for each weapon. Ahsan Aziz from Denmark sent that one over the North Sea to our sun-drenched British shores.

TREASURE ISLAND DIZZY

Jonathon Ward from Work-sop saw fit to send in this (sort of) cheat. On the title screen, just type in ICANFLY (no spaces) and lo-and-behold! Dizzy now has the ability to fly wherever he wants to go. Sounds pretty cool, huh? Well, maybe not.

PC

BUDOKAN

Here's a little bonus for players of this superb PC beat 'em up. Walk to the bottom right of the Dojo screen (where you choose your events) and press B. You'll now be whisked off to a Breakout/Arkanoid bonus game! Thanks to Matthew and Dominic Birch.

KING OF THE BEACH

Here's some codes for this Electronic Arts game courtesy of Matthew and Dominic Birch.

LEVEL ONE: SIDEOUT

LEVEL TWO: GEKKO

LEVEL THREE: TOPFLITE

TEENAGE MUTANT HERO TURTLES

Hold down the keys A, S, D, F, and G when you are in the streets and you acquire the strange ability to walk all over the houses and rivers. On the water level you can also



swim through the stones! Good eh? Thanks to Peter Farrar from County Durham

Richard Pascoe and Paul Sargent from Colchester (where I do a lot of my shopping) win my special tips prize of £100.00 for this large amount of LEMMING AID (their joke, not mine). If you reckon you can come up with anything worthy of £100.00, send it in. You might be lucky. So, erm... let's get on with it.

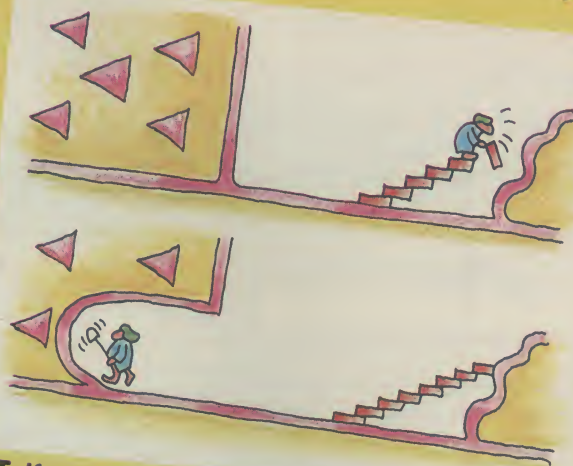
LEM

PAWS FOR THOUGHT

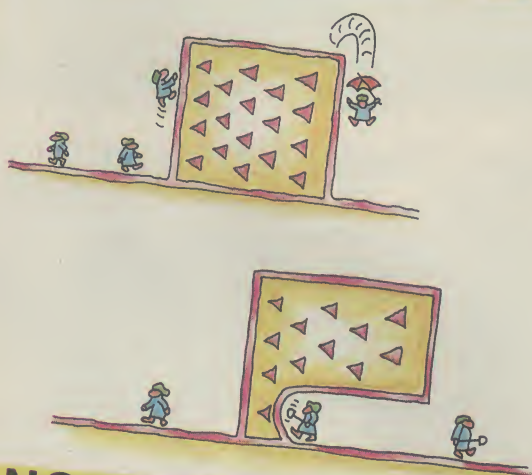
The pause key is your best ally in Lemmings (make sure you use the P key and not the PAWS icon). You can still select icons and reposition your cursor on any Lemming that may be in trouble. Unpause and you're away!

CLIMBING AND FLOATING

For CLIMBERS and FLOATERS click as far in advance as possible, because when they're moving or falling they're a tad hard to select. As you will no doubt know from the manual, CLIMBERS and FLOATERS cannot be changed, unless one Lemming owns both of these attributes. He's an ATHLETE. These guys are "rock hard".

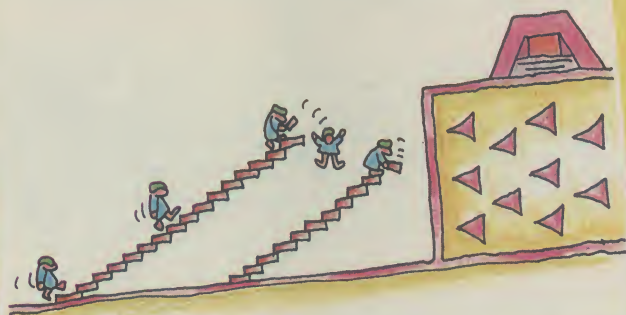


BUT, if you can only create one ATHLETE send him over the block and make him build into any stationary item. When he hits the object, he'll turn around and dig through. If it looks like he'll hit the exit make him build over it - his time for freedom will come (maybe)!



DANGEROUS SITUATIONS

So what do you do when you're at the wrong end of a one-way diggable block? Simply make two ATHLETES. Make the first one a BLOCKER. This'll turn the second one around, and he'll dig through.



You are building up to the door of freedom and you suddenly hear the cry of anguish. Those Lemmings, bless their hearts, can't fall too far. Simply build another ladder parallel to the first as shown. Easy when you know how!

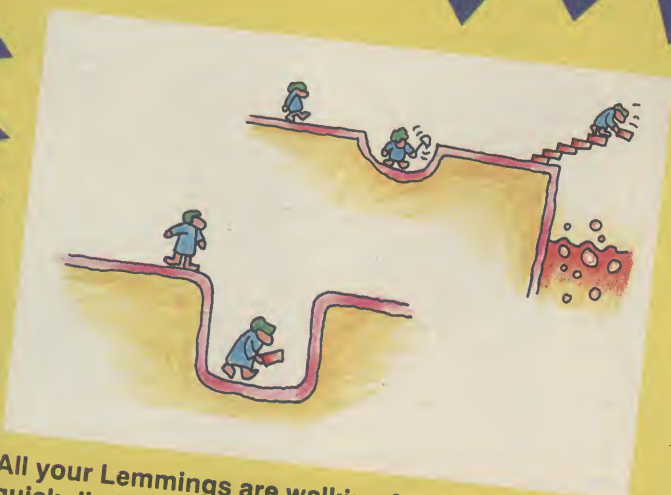
MINI AID



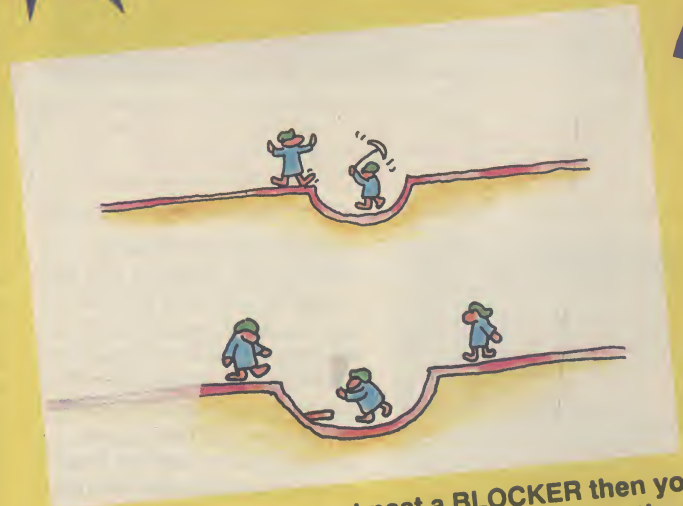
If possible you should avoid traps (although only after one Lemming's bit the dust), but if you can't then here is a tip. The observant amongst you will notice that Lemmings are killed one at a time, so compact them into what looks like only a few Lemmings using a **BLOCKER** or two and only a few are lost.



You might just want to slow down the Lemmings whilst one suicidal maniac builds the path to safety. Digging in a variety of ways does this. When falling a long way, make sure there's a step for the Lemming to land on. This way the poor little blighters won't fall too far.



All your Lemmings are walking forwards towards a quick dip in the lava - but you haven't got a **BLOCKER**! Argghh! One could build over it, but it's not quick enough and the other perish! To solve this problem, get one to build and another to dig (and when deep enough, build). This makes a pit that will save your Lemmings!



Finally, if you need to get past a **BLOCKER** then you can build over him or blow him up. Another method (especially if you need 100%) is to dig away from under him. This makes him a **WALKER** again. Good eh?

LEGEND OF ZELDA II

THE ADVENTURE OF LINK

HOW TO SOLVE THE CASTLES

Following on from last month's exhaustive players guide, here's yet more of Danny Stevens' work. This time he'll be explaining how to complete each of the seven castles.

CASTLE ONE

Go right and then down the lift. Go left and get the key and walk right past the first lift. You'll pass another lift (remember this as LIFT 2). Keep going right to get the fairy for extra energy then return to the lift. Go up the lift, go right, get the key, go right and right again and get the next key. Retrace your steps to the first lift. Go down and then left, collecting the candle. Now go to LIFT 2 and go down as far as possible. Go right and fight the end-of-level boss. Kill it, collect the key, open the door then continue right. Walk under the statue and place the gem in it. Then go right to get out of the castle.



CASTLE TWO



Go right and down the lift past the first platform. Get out on the second and get the key. Go down even further to the third platform and get another key. After you have done that go to the lift and up to the first platform. Go left and get the key and go down one platform with the next lift you see to the left. Go left again and open the door with the key. Go left, dodge the bricks, open the door and get the glove. This smashes the fallen bricks. Go back to the

lift and go down, then go right - smashing bricks on the way. You should come to another lift. Ignore it and go right. Get the key and return to the lift and go down. Go right and open the door and fight the end-of-level boss. Once he's dead, collect the key and open the door. Place the gem in the statue and go right.



CASTLE THREE



Go right and down the lift then go right a long way. Smash the bricks below you to get the key then continue right. Keep going right. Ignore the next lift and continue going right. You will see a key. Take it and return to the lift. Go down. Open the door and walk right. Get the next key and continue right. Open the next door and get the raft. Go back to the left past the lift. Open the next door and continue left. Ignore the next lift and keep going left. Get the key and return to the last lift you saw. Go down, right, and fight the end-of-level boss. Kill it and get the key and continue right to open the door. Go right and put the gem in the statue.

CASTLE FOUR

Go right and down the lift. Go right and you should see a lift. Go down one platform. Go right and jump over the hole. Get the key at the end and go back to the hole. Fall through it and keep pressing right so as you fall you should hit the platform at the bottom right of the screen. Go right. Open the door and collect the Water Boots. Go back to the hole and there is another hole below. Fall through to land on a crumbling bridge. Go right and get the key. Go left across the bridge. Ignore the lift and keep going left. Break through the bricks to get the key and return to the lift. Go straight to the lift and go left. Ignore the next lift and open the next door you see. Continue going left. Use the JUMP spell to jump up and smash the bricks to get the key. Keep going left and open the door. Ignore the lift you see and keep going left. Smash the bricks and get the key. Go back to the lift. Go down and right and collect the key. Come back and go all the way left. Open the door and continue left across the bridge. Go down the next lift and at the bottom open the door to the right. Kill the end-of-level boss and get the key. Open the door and place the gem in statue.

CASTLE FIVE



Go right and down the lift. Go right and use the FAIRY spell to get on the high platform. You'll see a key on the platform. Just keep going right and off the screen. Come back into the screen as a human - this means you can collect the key. Now continue right. Cross the bridge and open the door. Keep going right. Go down the lift and go left. You'll see some falling bricks and above them a small platform with a key on it. Wait for the bricks to fall and climb on them to get the key. Continue left then down the lift and left again. You should come to another lift. Go down one platform and go right. Get the key and go right. You'll come to a dead-end wall. Just go right - it's an invisible pathway! Go right, ignore the first lift, and take the second up. Go left. Now, take the key and go back to the lift you saw after going through the wall. Go down it. Go left and open the door to get the MAJIC FLUTE. Go back up the lift and take the second lift up two platforms. Go right, open the door and go right again. Kill the end-of-level guardian. Get the key and put the gem in the statue.



CASTLE SIX

Go right and down the lift two platforms. Open the door (you'll need the MAJIC KEY). Go right, jump the invisible holes (use the JUMP spell if necessary). Keep going right. Open the door. Go right, ignoring the lift. You'll see some statues. Do a high jump past the third statue - it marks a visible hole (use JUMP again). Go right, open the door and collect the cross. Go left, jump the hole and continue left. Get back to the visible hole and fall down it. When you land on the platform, make sure it's the one on the right. Walk right to the firepit (use the FAIRY spell to get across) Go right and kill the guardian. Go right and jump the hole and get the extra life. Go left to the last visible hole and fall down it. Use the FAIRY spell to land on the small platform. Keep going right and fight the end-of-level boss. Kill it go and place the gem in the statue.

CASTLE SEVEN

Go right and the force field will disappear. Go down the lift and at the bottom of the lift, go left. As you are going left jump over the invisible hole after the first pillar. When you have jumped the hole, go left to another lift. Go down the lift and at the bottom go right across the bridge and go down on the next lift. Go right, smashing the bricks that are blocking your way. Go down the next lift and go right. After going right you should come to another lift. At the bottom, go right, smash the bricks and go down using the next lift. After going down the lift, you'll come to the three-way path. Go left down the lift for

an extra life. Come back and go right to get a fairy that increases your life. Go down using the lift and go left. You will see a row of bricks on the ground in front of you. Go to the eleventh brick along. Smash the brick and fall through the hole. Land on solid ground and go right. You'll come to a crumbling bridge. Move fast to avoid the terror of the firepit below. Fall through the chimney-shaped hole in the firepit. Go right and kill the end-of-level monster. Go right and you'll see an old man holding a TRI-FORCE. The screen goes dark and you must fight your own shadow. Kill it and everyone lives happily ever after! Hurrah!

